WHITE DWARF

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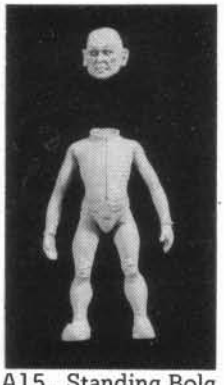

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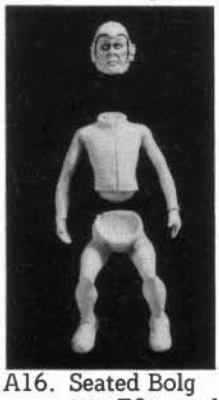

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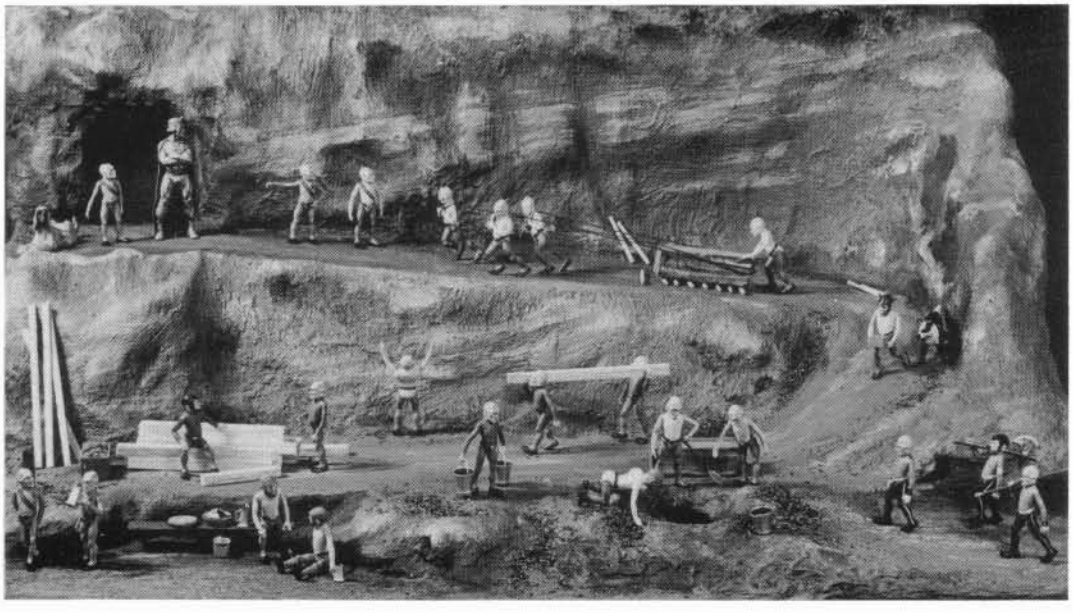

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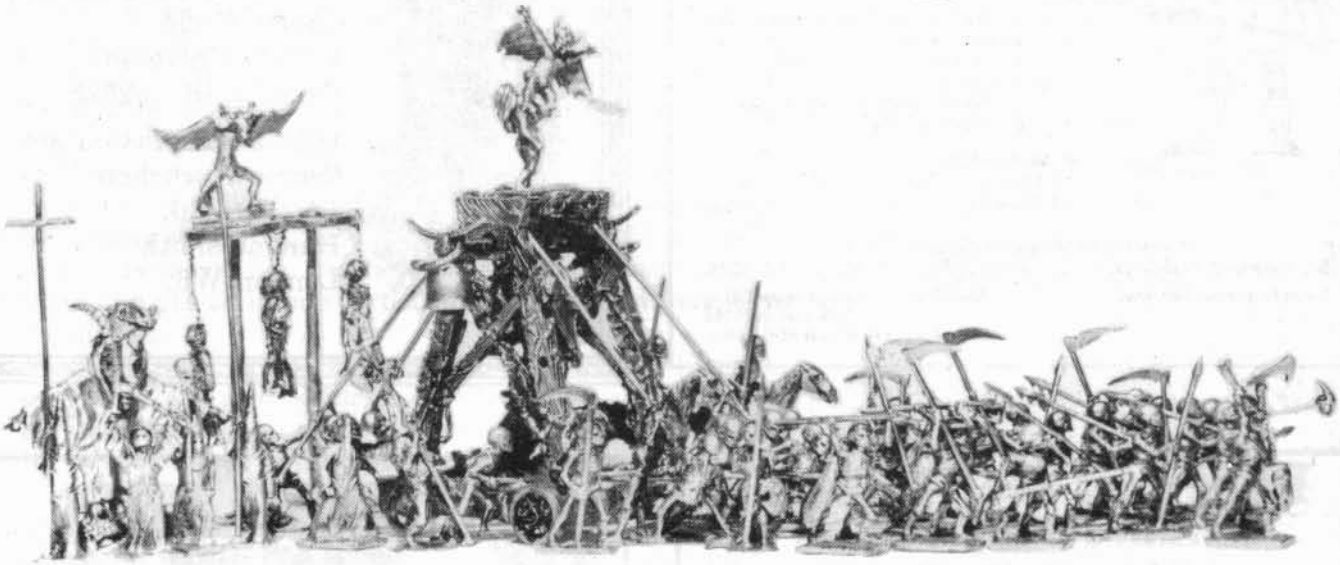

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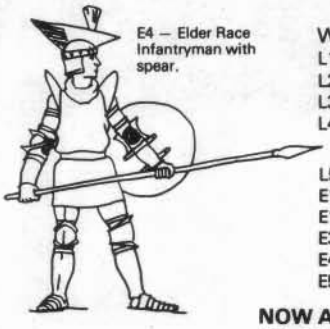

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WHITE DWARF

In recent months there have been a growing number of letters and articles published in various magazines concerning *realism* in fantasy role-playing games. A few individuals seem to think that myriad die rolls and reference to volumes of charts and tables will result in a realistic game. But at the expense of what? Fun and enjoyment? Taken to its logical conclusion, it would necessitate, for example, rolling for the percentage chance of being stung by nettles whilst picking blackberries or bleeding gums whilst brushing teeth. If people want this, fine, but they should not try to force their method of play down somebody else's throat claiming that they are 'authorities'.

There are an estimated 100,000 D&D players around the world and methods of play are bound to differ. Gary Gygax has always stated that D&D is a game and should, therefore, be enjoyable and fun. But he has never stated that the game should be played in one particular way – it is entirely up to the players.

White Dwarf attempts to present articles and ideas for readers to use as they please, but we will never try to set ourselves up as authorities. We will publish people's opinions for others to agree or disagree with as they wish.

We are holding back the *Letters* page this issue as a number of the letters we have on file are related to the 'realism' argument. Next issue we will print an Open Forum on the topic so if you feel particularly outraged by or in sympathy with 'authorities' or even this editorial, start writing now.

Ian Livingstone

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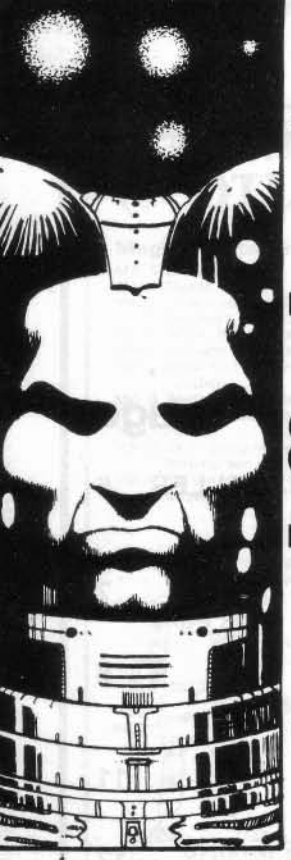


The Experienced Traveller

by Mike Ferguson

The one thing I was disappointed with in *Traveller* was the lack of any suitable substitute for experience. Once your character has been diced for, the only thing he can do is earn enough money to allow himself to sink gracefully into senile decay. The limited self improvement given in Book 2 is both time and money consuming, and I have not yet had a player in my campaign willing to sacrifice so much for what is really so little.

It seems obvious to me that continued use of a skill over one's lifetime will naturally improve it. This first article is about continued improvement of skills already possessed by the character.

First I will deal with improvement of combat skills. As in D&D the rate of improvement is directly proportional to the amount of personal risk taken. Unlike D&D, experience points are not gained directly, so, barring death, improvement is certain. But at the end of every combat situation a percentage chance of improvement can be calculated from what has happened in the battle. This chance may be expressed as twice the number of melee rounds fought with that particular weapon, minus the present level of skill in using that weapon. An example is probably the best way of showing how these figures are used:

Capt. Carlton Fisk RB (ret.), was walking home one evening after dark, when he was waylaid in an alleyway by three ruffians armed with blades. Drawing his cutlass (in which he has a skill of level 2) he proceeds to lay into them, as it were. After 10 melee rounds he has knocked one robber unconscious, but due to wounds he is no longer able to use the cutlass effectively, so dropping it he pulls out his dagger (in which he has a skill level 1). In the next 7 melee rounds he succeeds in killing one robber and K.O-ing the last of his attackers. Wiping his dagger clean he puts it away and proceeds to drag the bodies of his assailants into the shadows. However, while he is attempting this the first victim whom he K.Oed suddenly regains consciousness and tries to grapple with our hero. Having no weapon immediately available, Capt. Fisk delivers two mighty blows to his opponent with the last of his failing strength and once more renders him oblivious to his surroundings.

The chances of him increasing his skills in his various combat weapons abilities are as follows – for the cutlass it is 10 x 2 – 2 = 18%; for the dagger the chance is 7 x 2 – 1 = 13%; and for brawling it is 2 x 2 – 0 = 4%. At the end of combat roll percentile dice for each skill and if the score equals or is below the required percentage then an additional layer of skill is attained. Simple, isn't it?

Gun combat skills are slightly harder to deal with. I think the best way to show this is to allow a 2% cumulative chance per hit of gaining an extra level of skill (minus, of course, the present level of skill). The roll must be done at the end of combat and cannot be carried forward to the next melee.

For non-combat skills the method is similar. Some skills of course cannot be increased even by constant use and these will be mentioned at the end.

PILOTING

The chance for gaining an extra skill is 1% cumulative per successful flight, +5% for such manoeuvres as skimming gas giants for fuel, also cumulative. Additional supplements may be added for complex manoeuvres during space battles at the SM's discretion, *if* an error is made in flight, such as an over-jump or collision, then the percentage chance accumulated up to that point is reduced immediately to zero and the player must begin again. A player may roll at any time he chooses. This may be after only 10 percentage points have been accumulated or he may decide to risk the possibility of a mistake occurring and attempt to gain 100 percentage points to be sure of gaining the next skill level.

GAMBLING

For each 500,000 cr. won there is a 10% minus the present skill level chance of gaining an additional level. This chance is non-cumulative, i.e. roll separately for each 500,000 cr. won. For each 100,000 cr. lost (net) there is a 2% cumulative chance of losing a skill level of gambling. Roll for this, where applicable, at the end of each gambling spree.

BRIBERY

Depending on the risks taken, there is a 1–5% cumulative chance that another level is gained. However, if the bribe is not accepted then twice the percentage chance that would have been gained had the bribe been accepted, is in fact lost.

Example: A character with a level 2 skill in bribery succeeds in bribing three policemen for minor law infringements (1%) each, four petty officials to help speed up cargo inspections (2% each), a customs officer to miss a few watches and other small items he is smuggling (3%), and a high court judge to acquit him of a major law infringement (5%). His present chance of gaining an extra level is 16% (18%–2% for present skill level).

FORGERY

For each successfully forged document there is a 2–5% cumulative chance of gaining another level (depending on the complexity of the forgery) if a forged document is detected twice the experience that would have been gained is lost.

AIRCRAFT

For each use of duration two hours or longer in unfamiliar territory there is a 1% cumulative chance of gaining an extra skill level. For each flight of duration thirty minutes or longer in decidedly hostile territory there is a 3% cumulative chance.

As with piloting, if a mistake is made then the experience accumulated so far is lost.

A.T.V. As above.

SHIP'S BOAT

There is a 1% cumulative chance per flight, plus extras at the SM's discretion for hostile conditions, that another skill level will be reached.

COMPUTER

Cumulative percentage chances equal to the cost of the programme, with a minimum of 1%, are gained with each successful new programme used. If an error is made, then, as lives are certain to be at risk due to the error the accumulated experience so far is lost.

MECHANICAL

For each month spent in employment using this skill there is a 1% cumulative chance of reaching the next level. For each major repair there is an additional 2–5% to be added at the SM's discretion.

ELECTRONIC See above.

ENGINEER See above.

NAVIGATION
For each successful trip there is a 1% cumulative chance of gaining an additional level of skill. In an overjump is made and the navigator does not find out the present location of the ship within six hours then his experience is reduced to zero. If he does find the ship's location within that time he gains an additional 5% to add to his accumulated experience so far.

To find the location of an overjumped ship, the navigator must roll 12 on two dice with DM's of +1 for each level of skill above the first. He may roll once per hour but after six hours of continuous work on this he must rest for six hours or suffer DM's of −1 per hour after the sixth hour until he does rest.

GUNNERY
As with guncombat.

STEWARD
For each month aboard a ship there is a 1% cumulative chance of reaching the next skill level provided stewardship is the only category in which the character serves.

MEDICAL
For each month served aboard a ship in this capacity only or in a job requiring at least 80% medical work there is a 2% chance of reaching the next level. Additional plusses may be given at the SM's discretion for any major or out of the ordinary doctoring that is done. For levels 3 and higher after the required roll on the percentile dice is made at least one month must be spent at a medical centre at the end of which an exam will be taken. This exam requires a roll of 9+ to pass with DMs of +1 if social level above 8 or education above 9, and +2 if intelligence is above 9. If the exam is failed then although the required level of skill has been reached it is not recognised by the medical authorities. The exam may be retaken within three months of first taking it. If it is failed a second time then the newly gained level is lost and the player must begin to collect experience again. The first exam costs 750 cr. and the retake 150 cr.

VACC-SUIT
For each successful prolonged use (more than one hour) there is a 1% cumulative chance of gaining the next skill level. For each successful repair there is an additional 3%.

STREETWISE
This is one of the more unusual skills and can be gained by any character with an intelligence of 7 or more at a chance equal to half that he would have accumulated had he already developed the skill. If the skill is possessed there is a 10% cumulative chance for each new culture in which he spends at least one month mixing with normal natives he will be able to gain the new skill level. A temporary streetwise skill, equivalent to getting to know the right people, may be developed with respect to a single culture. This is equal to 1 level every four months spent living in the culture without a break of more than one week every two months. This new level will apply to that culture only and in any other culture the original level still applies. For each two months spent away from the culture one of the temporary skill levels is lost.

It should be remembered that even in real life, experience accumulated this way, without any sort of formal training, takes time. This is why the percentages are so small. If you feel they are too small then by all means make them larger. Although I have not said this in each case, subtract the present skill level from the earned experience before rolling the dice. Unless otherwise specified the player may roll for the next level whenever he chooses. If the character's life or lives of his friends are threatened or lost as a direct result of a mistake by him in a field in which he has earned experience, then due to him losing confidence in himself all experience gained so far is lost.

I feel that the following skills are either too nebulus or are not used frequently enough to deal with in a similar manner to the other skills. They are Administration, Leadership, Tactics and Forward Observer.

Next time I shall complete the article by dealing with how characters can gain new skills and increase their requisites. So until then, happy Travelling.

. . . at last the long-awaited **Advanced Dungeons & Dragons Players Handbook** has been released and is available on both sides of the Atlantic. *TSR* have also released six **Dungeon Modules** which are ready-made dungeons of varying levels and, lastly, **Gamma World** a boxed science fantasy role-playing game of survival on post-atomic Earth . . .

. . . three new games from *Chaosium*. **Lords of the Middle Sea** is a futuristic game of land and sea warfare in post-holocaust America, in **King Arthur's Knights** players, as knights, through jousts etc., earn their place at the Round Table. **Runequest** is a rulebook for role-playing based on White Bear & Red Moon . . .

. . . from *Fantasy Games Unlimited* comes the first of the planned expansions to Chivalry & Sorcery entitled **Swords & Sorcerers** which covers Vikings, Mongols, Gauls, Picts and Celts. **Homes & Hovels** and **Towers for Tyrants** are 25mm scale, three dimensional components for building towns, villages and castles. **Dragonlords** is a two player game of conflict between two wizards using magic, economics and warfare . . .

. . . new from *Judges Guild* comes **Citadel of Fire** which is another ready-made dungeon, **War Cry and Battle Lust** is a simple set of mass action Ancients rules, and **Sea-Steeds and Wave Riders** to solve the problems of water transportation . . .

. . . *Game Designers' Workshop* have released their first supplement to Traveller entitled **1001 Characters,** and it is exactly that . . .

. . . three new companies have recently emerged with differing products. *Dimension Six* manufacture boxed games and have two space games called **Second Empire** and **Dimension Six.** *Legacy Press* publish a set of rules entitled **Legacy** for role assumption simulations. *Conflict Interaction Associates* have produced a set of postal rules for computer moderated games entitled **Pellic Quest** . . .

. . . *Imperium Publishing* continue to expand their EPT material with two new releases. **The Book of Ebon Bindings** concerns the demons of Tekumel whilst **The Armies of Tekumel Volume 1 — Tsolyanu** is a detailed description of those armies with statistics . . .

. . . *Phoenix Games* have released a very interesting and novel game entitled **Elementary Watson,** a role-playing detective game . . .

. . . it is almost impossible to keep up with the new miniature figure releases and rather than try to mention them all, we suggest you take a look at **Molten Magic** . . .

. . . people await the film of Lord of the Rings with mixed feelings as everybody has their own image of the characters. Nevertheless, it is to be released in the States on November 15th, but will not appear in the UK until Spring . . .

. . . there will be two guests of honour at **Games Day IV** on October 28th — Scott Bizar of Fantasy Games Unlimited and Glenn Kidd of Ral Partha . . .

. . . if all goes according to plan, there should be a half page article on SF/F games in the **Observer** Colour Supplement on October 22nd . . .

. . . latest zine releases are **Dungeoneer No 8, Illusionist's Vision No 2** and **Underworld Oracle No 6** . . .

A regular feature introducing new and interesting monsters, edited by **Don Turnbull**.

And still the collection mounts! I really am greatly impressed by the efforts of *White Dwarf* readers — the task of selecting the 'fortunate few' for each issue gets more and more difficult.

A few readers have asked that I include mention of the intelligence of each new monster — as one rightly says, many DMs need this information so that they can come to conclusions about how the monster would react in given situations. In most cases, the designers haven't included intelligence in the specifications (probably for the good reason that we didn't ask for it), so the listing I give below, which includes all the *Fiend Factory* products published so far, must be taken as my own estimation from the information I have. If one or more of the designers disagrees sharply with me, would he please write to me c/o *White Dwarf* and the correction will appear later.

In all cases I have used the classification system adopted by TSR in the new *Monster Manual*.

White Dwarf 6		White Dwarf 7		White Dwarf 8	
Needleman	Low	Necrophidius	Average	Tween	Very
Throat Leech	None	Rover	None	Chaoticus Symbioticus	Very
Mite	Low	Living Wall	Animal	Stinwicodech	None
Bonesnapper	None	Volt	Animal	Whirler	None
Fiend	Semi	Gluey	Semi	Carbuncle	Low
Disenchanter	Average	Squonk	Low	Rockbeast	Animal
Nilbog	Average	Eye Killer	Animal	Turung	Semi
		Witherweed	None		
		Withra	Negative(?)		

In future I will give an intelligence rating for each monster, preferably the one sent by the designer, but if not I will come to what I think is a reasonable conclusion and leave it to the designer to correct me if necessary.

We are already in some trouble with duplicate names — names for new monsters which either duplicate offerings from other readers or duplicate names already invented for other monsters in other magazines. In cases like these, if I have a monster I would like to print but think the confusion generated by a duplicate name would cause difficulty, I write to the designer asking him to consider a change of name. So the fact that someone else had designed a monster with the same name as yours doesn't disqualify your creation from appearing under an alter ego. It is useful, though, if designers think up original names — this is particularly a problem when the source of the design is a work of fiction where the name already exists (but once again I don't disqualify those monsters which are based on namesakes in works of fiction).

As promised, this time there are a few more 'straight' monsters in the collection. I don't want readers to get the impression that a dungeon must be populated exclusively with 'oddball' monsters — indeed it is often the case that the effectiveness of the oddball monster is in inverse proportion to the frequency of its appearance, like the cymbals in an orchestra score. Though most dungeons contain (I hope) an interesting number and variety of oddball monsters, there is a predominance of more ordinary monsters, and if this were not so the game would not, I think, be as enjoyable. However I have inserted a few of the more unusual type to maintain variety.

SVART

by Cricky Hitchcock (Canada)

No. appearing:	**4D10**
Armour class:	**7**
Movement:	**6"**
Hit Dice:	**1D8–1**
Treasure:	**type K**
Attack:	**Small sword 1D4+1**
Alignment:	**Chaotic/Evil**
Intelligence:	**Average**
Monstermark:	**1.3 (Level I 12 levels).**

These small creatures (3' tall) have bright blue skin with orange eyes. They are mediary between Goblins and Kobolds and generally attack the latter, though they will unite against their common foe — Hobbits. Hobbits delight in staging combats between groups of Svarts and Kobolds.

In a group of 5 Svarts, there will be one carrying a net. In a group of 20 Svarts, one will be a strong leader-type, ranging from 3'6" to 5' in height and from 8 to 11 hit points. Leaders use a hand-axe, mace, battle-axe, morning star or flail with damage by weapon type. No Svarts have magic use.

Comments: taken from the *Weirdstone of Brisingamon* by Alan Garner, this is a useful addition to the 'small monster' category which will add variety. Good straightforward stuff.

DOKER

by Ian McDowall

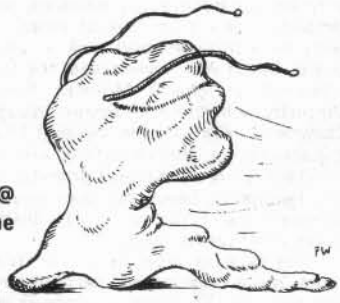
No. appearing:	**6D10**
Armour class:	**5**
Movement:	**6"**
Hit Dice:	**1D8+1**
Treasure:	**type E**
Attack:	**two claws 1D10 each**
Alignment:	**lawful**
Intelligence:	**average**
Monstermark:	**13.4 (Level II in 12 levels)**

This creature looks rather like a shabby ape and can talk. Being lawful in the extreme it will never attack unless it is attacked or robbed, in which case it will fight until avenged or the treasure recovered. When it

attacks it does so with two 1D10 claw attacks and because of strength and sharpness of claws gets +2 on all attacks.
Comments: nothing really to add to this excellent straightforward beast which could be a useful non-player-character addition to a party.

IMORPH

by Andrew Key



No. appearing:	**1**
Armour class:	**5**
Movement:	**6"**
Hit Dice:	**5D8**
Treasure:	**Nil**
Attack:	**2 tentacles @ 1D4 on same opponent**
Alignment:	**Neutral or non-aligned**
Intelligence:	**Animal**
Monstermark:	**28.8 (against first level FM in AC2) – level III in 12 levels**

The natural form of this beast is that of a grey-green lump with a short single leg with a suction cup like a snail's and two 5' long tentacles. However, when engaged in combat the Imporph will gradually come to resemble its oppenent, changing HD and AC values by 1 at the beginning of each melee round, at the same time altering its visual appearance, until they are the same as those of the opponent. When HD, AC and hence appearance are the same, the monster instantly alters its movement and attacks to fit its subject. Note, however, that it does not gain any magical abilities or strength bonuses for example – although it could grow various appendages to copy it's opponent's weapons these will never act as magical weapons and will always strike for 1D4 damage each tentacle. Its hit points remain even when its HD changes.

When the battle is over *or* when the Imorph is down to 8 hits or fewer, it will revert to its original form by the reverse process (change 1 in HD and AC each round).

If faced with more than one attacker, roll a dice to see which it copies. If its original model dies during battle, or retreats from it, it starts immediately to alter to imitate another antagonist.
Comments: if only the Imorph could isolate a weak member of a party and kill him, great would be the confusion when it rejoined the party in his shape! A sort of Doppelganger power here which could very easily be dangerous if its location were carefully planned. Of course, against some opponents it would be better off in its original form, but it is presumably nonintelligent and isn't to know that. The calculation of the Monstermark is rather tedious (thanks to the designer for sending in a detailed calculation which is absolutely correct). Don't forget that, as soon as the Imorph is exactly the shape of the model, it switches to the *Men Attacking* table for its hit probability until it starts to change back again.

STAIR STALKER

By Roger Musson

No. appearing:	**1**
Armour class:	**0**
Movement:	**as lightly-armoured man**
Hit dice:	**3D8+1**
Treasure:	**May (30%) carry 10–60 GP**
Attack:	**2 claws, 1D6 each**
Alignment:	**Neutral**
Intelligence:	**Animal**
Monstermark:	**90 (level V in 12 levels)**

An emerald-hued shaggy humanoid with an obsession for staircases; it is never never found anywhere else. It walks up and down a particular staircase ceaselessly and only attacks in self-defence or if someone tries to barge past it.
Comments: this is, of course, a wildly 'silly' creature, but interesting and amusing for all that. I should have thought it would attack with great ferocity if someone actually took it away from a staircase – more advanced Stalkers would presumably have a powerful resistance to any sort of magic which sought to remove it from its normal habitat (e.g. Charm Monster if this resulted in the Stalker being led away). At least it provides an answer to the old qudstion "what's green and hairy and goes up and down?"

WHIPPER

by Bob Scurfield

No. appearing:	**1–2**
Armour class:	**stalks AC6, base AC4**
Movement:	**3"**
Hit Dice:	**stalks 2D10 each, base 2D6**
Treasure:	**Nil**
Attack:	**2 whips 1D10 each**
Alignment:	**neutral or non-aligned**
Intelligence:	**semi**
Monstermark:	**23.7 (level III in 12 levels)**

The Whipper is a plant and therefore susceptible to 'control plants' etc. Each plant has two stalks which when fully grown are about 15' long. These are connected to a base which has small legs, giving the plant some ability to move. It hates sunlight and lives on the remains of its animal prey, so will be found mainly in ruins and largish caves underground.

If the base is destroyed the plant dies but the two stalks go into a mad frenzy for one melee round during which they do double damage if they hit; after this they die. If both the stalks are destroyed the plant will try to 'run' away with only the base, which contains the brain, remaining.
Comments: I suspect I am not the only DM to have included a carnivorous plant on these lines in his dungeon – Bob classifies and characterises such a beast in a way which will be generally welcomed, I think. The Monstermark calculation assumes that the adventurers will try to hit the brain – the final attack delivers an average of 22 hits which makes the Whipper quite a foe. A new calculation would be needed for the stalks, but the Whipper doesn't die if the stalks are chopped off; however it would be easy to catch and kill without risk if the stalks were removed. Actually it won't take you long to find out that attacking the stalks is a more dangerous way of tackling this beast. A very welcome addition to the plant family. Incidentally, I would rule that it attacks on the '2–3 hit dice' line, so requires 15 to hit AC2.

FLYING FISH

by Dave Waring

No. appearing:	**3D6**
Armour class:	**7**
Movement:	**12" flying**
Hit Dice:	**2D8, 4D8 or 6D8 according to size**
Treasure:	**Nil**
Attack:	**1D4, 1D6 or 1D8 according to size, plus blood drain; tail 1D4 plus poison in each case**
Alignment:	**neutral or non-aligned**
Intelligence:	**None**
Monstermark:	**Almost meaningless, but I would suggest levels II, III and IV for the three sizes.**

This is a gigantic lungfish which secretes hydrogen, thus enabling it to fly. It attacks normally with a bite for the damage given above; once it hits, it becomes attached to its victim and automatically drains points equal to its own hit dice each round thereafter.

If attacked from the rear, the lungfish can use its tail which has poisonous spines. When a Flying Fish is attacked for the first time by a sharp-edged weapon (sword, arrow etc.) the DM notes the position of the nearest naked falme; he works out the distance in yards between the flame and the fish, subtracts this from 8, multiplies the result by 10, and this is the percentage chance of an explosion due to leaking hydrogen. (Thus a flame more than 8 yards away could not ignite the hydrogen, while one 3 yards away has a 50% chance of igniting it and one immediately next to the Flying Fish has a 80% chance of igniting it). The explosion, if it takes place, is a 2D8 fireball with radius in yards equal to the hit dice of the Flying Fish. The chance of an explosion is rolled each melee round, and goes up by 5% each round.

Ordinary fireballs will, of course, kill these creatures instantly.
Comments: I can't really calculate the Monstermark for this beast because of unknown factors like the proximity of torches.

A delightful beast, though rather easy to deal with once recognised (arrows from 30 feet away, and it can't close the gap sufficiently quickly to cause trouble). Shades of the Hindenberg?

►THE FIEND FACTORY

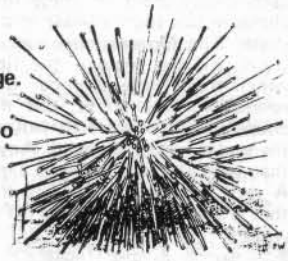
by Nick Louth

This is a whole family of creatures with characteristics as follows:

Colour	Hit Dice	Armour Class	Attacks	Gems value
Black	1D8+1	4	1 (as +1 light crossbow)	1D100
Green	2D8+1	3	2 (as +2 light crossbow)	2D100
Red	3D8+1	2	3 (as +3 light crossbow)	3D100
Yellow	4D8+2	1	4 (as +4 light crossbow)	4D100
Silver	5D8+2	0	5 (as +5 light crossbow)	5D100

Spines have 60' range

Movement: 12" (18" flying)
Treasure: Nil (but see description)
Attack: as above, spines doing 1D6 damage. Red, Yellow and Silver Urchins also have 1D4 poison on the spines.
Alignment: neutral or non-aligned
Intelligence: semi
Monstermark: Black 3.6 (Level I in 12 levels)
Green 24.9 (Level III in 12 levels)
Red 139.6 (Level VI in 12 levels)
Yellow 404.4 (Level IX in 12 levels)
Silver 1000 (Level XI in 12 levels)



These creatures look like 3' diameter balls of various colours with thousands of radiating spikes. The more hit dice they have, the more spines they can fire in a single melee round. When killed and broken up, they reveal gems at their centres. They hunt with clairvoyance.
Comments: I wonder whether Nick realised just what a powerful creature he was playing about with in the Silver Urchin. The five attacks, with deadly accuracy over quite a distance, make it a particularly fearsome beast which most adventurers would be glad to avoid. In my view the gem content should be higher for the Red, Yellow and Silver Urchins – 500GP is not a great reward for tackling something with a Monstermark in the four-figure range.

UMPLEBY

by Stephen Wood

No. appearing: 1
Armour class: 4
Movement: 9"
Hit dice: 6D8
Treasure: Special
Attack: Special
Alignment: Lawful/Chaotic
Intelligence: Low
Monstermark: 450 (level IX in twelve levels).

The Umpleby is humanoid, about 8' tall and weighing about 400 lbs, covered in straggly wild hair. It is of low intelligence though it can speak and when matters concern treasure its mind is swift and calculating. It will only fight if provoked. Its apparent stupidity makes it appear an unhelpful companion, but even if totally ingored the Umpleby will tag onto a party, willing or not, and follow the party everywhere; however in these circumstances it will offer no help and will ignore the party if spoken to. However if it is given food or water it becomes totally loyal to its benefactor – its loyalty to its master dominating even over its lust for treasure.

Within its body it stores large amounts of static electricity which it can use to paralise opponents; each day it can give off 50 points of damage in this way, after which time it recharges by sleeping for one hour in whatever position it was in when the 50th point was used up. Its favourite weapon is its hair which can extend to 60' and act as a net or rope which the Umpleby can control; the hair is very strong and can only be cut by magical weapons, which strike it as against AC2. The Umpleby has a great love of treasure and is able to detect it up to 100' away even through solid rock. In its lair it keeps an enormous treasure hoard, but it will never reveal the location of its lair except under the influence of Charm Monster. Even if threatened with death, the Umpleby will retain its secret, though it will probably giggle at its foe.
Comments: first, let me say that I have calculated the Monstermark on the assumption that it attacks with all 50 points of damage on the first hit. This is unrealistic and probably not the way most DMs would play this fascinating beast, but how else to do the calculation? The resulting Monstermark is too high – by instinct I would place it on level V or Level VI of twelve levels.

This type of creature – the 'travelling companion' – is becoming rather more popular, and certainly makes a change from Little Old Men and the LOLITS (little old lady in tennis shoes). Its alignment is rather curious and there will be more than one interpretation of what the designer calls lawful/chaotic. I think he simply refers here to the differing behaviour of the beast depending on whether or not it is offered refreshment.

Perhaps, on balance, this is rather too good a monster. The treasure in its lair would be at the DM's discretion, and that's probably not, in normal circumstances, accessible (who would think of charming something which appears harmless in the first place?); however its 'detect' power is very strong indeed and I wonder whether it should have some disadvantageous feature? Say, at the point of finding the rich treasure it has detected and to which it has led its master, its greed overcomes its loyalty and it cracks its master one? A bit brutal and unsubtle, of course, but no doubt DMs will be able to think of more sophisticated reactions.

NASNAS

by Roger Musson

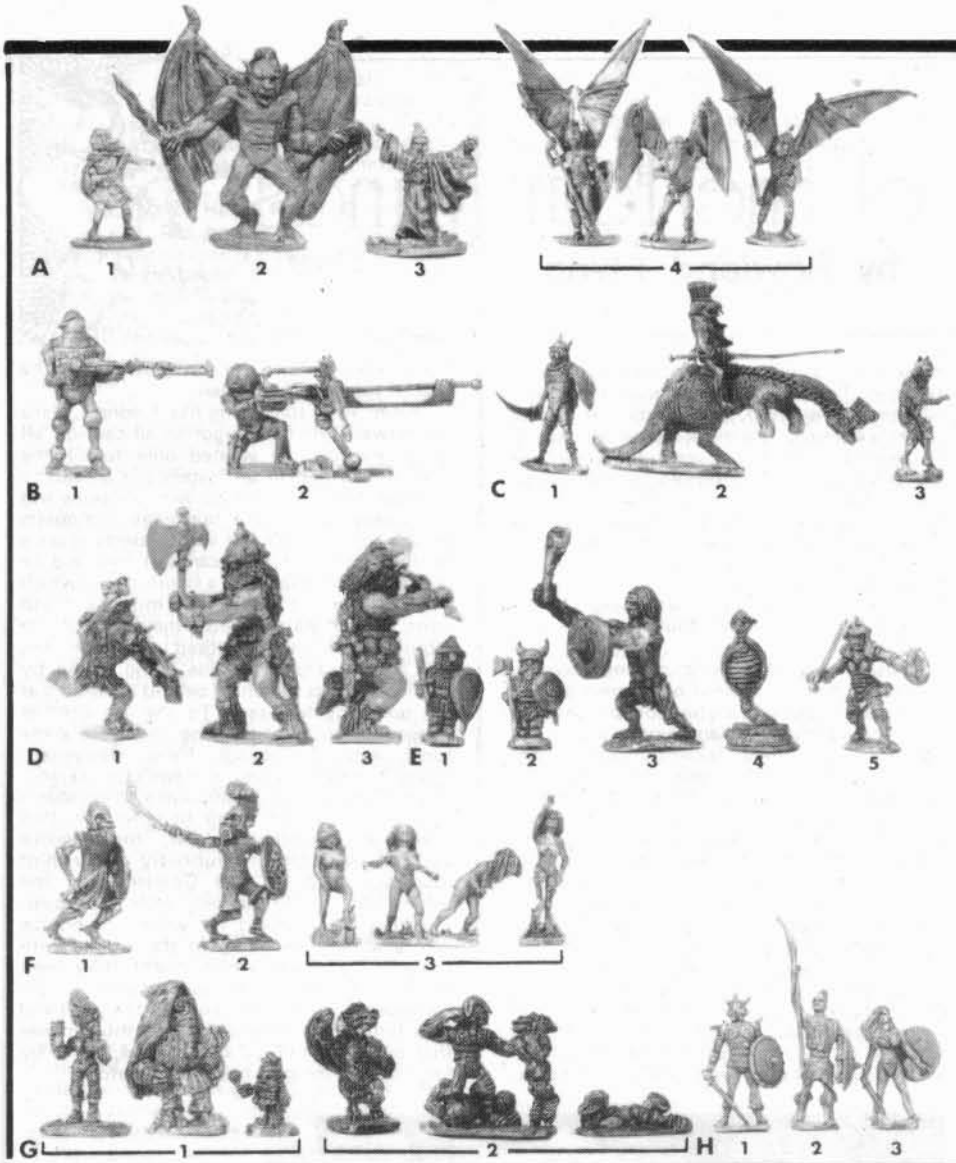
No. appearing: 5D10
Armour class: 0
Movement: 15" hopping
Hit Dice: ½D8 (or 1D4 if you like)
Treasure: type A
Attack: 1D6 or 1D7 (see below)
Alignment: Neutral or Chaotic/Evil
Intelligence: Semi (obviously!)
Monstermark: 10.0, or 8.7 with sword, which means level II in 12 levels

The Nasnas (sing & plur) resembles a human being divided in half longitudinally. It has one leg, one arm, half a head, half a body and half a hit die. However it is amazingly dextrous, hence the high speed, high AC and the fact that it hits as a 7-dice monster. It often fights with its open hand, and if this is the case the damage is calculated by rolling 6D6, counting the number of 1s that appear, adding 1 and the total is the amount of damage done. Watch the players' faces as you do this! When you get tired of the joke, give it a short sword for 1–6 damage.
Comments: another delight from Roger's fluent pen. I toy with the thought of asking Roger how the race reproduced itself . . . .

The 'damage joke' is an excellent one – rolling 6D6 for half a monster will lead the victim to assume he is running into a potential 36 points damage! Shades of the Chaoticus Symbioticus, though this works the other way round.

As I close the factory doors this time, I have the distinct impression that the standard of entries, quite high even at the start, is improving each time. I hope readers share this view. One reader wrote to me with some additional monsters, saying that he had already submitted some but, considering the quality of the ones which had been published, he wasn't surprised to see them failing to appear. I hope all those who haven't yet seen their creations published will accept the situation in the same phlegmatic way!

Next time I have some curiosities for you, and I am bound to say I think it will be the best collection yet. Here's looking forward to it!



Molten Magic

Molten Magic takes a look at some of the new science fiction and fantasy figures which are becoming available. The code letters and numbers shown on the photographs are purely for identification purposes and not those used by the manufacturers. The manufacturers' codes are shown in brackets after the title of individual figures.

A Ral Partha
1. Adventuress with Short Sword (ES 18)
2. Balrog with Sword and Whip (ES 3)
3. Evil Wizard casting spell (ES 1)
4. Gremlin War Party (ES 28)

B Greenwood & Ball
1. Humanoid Robot with Jet Pack (ST 21)
2. Light Laser Cannon with crew (ST 22)

C Wargame Publications
1. Anti-Hero with Sword (MA 4)
2. Reptilian mounted on Lizard Beast (LC 1)
3. Lycanthrope (Wolfman) (MA 3)

D Dragontooth
1. Boar Headed Demon charging (LDE 3)
2. Frost Giant attacking (LG 2)
3. Frost Giant charging (LG 1)

E Asgard Miniatures
1. Tooker with Sword (FT 1)
2. Tooker with Axe (FT 2)
3. Hill Troll (FM 35)
4. Weresnake (FM 36)
5. Woman in Plate Armour (FW 5)

F Miniature Figurines
1. Forest Orc with Cat 'O' Nine Tails (VFW 13)
2. Forest Orc Leader with Scimitar (VFW 9)
3. Four young Witches dancing naked (VFW Set 3)

G Archive Miniatures
1. Alien Tourist Family (2044)
2. Brawling Orcs (543)

H Minot's Miniature Armoury
1. Talis, The Golden Warrior (FT 25)
2. Christos, The Mercenary Leader (FT 26)
3. Sinshefra, Female Tribal Leader (FT 27)

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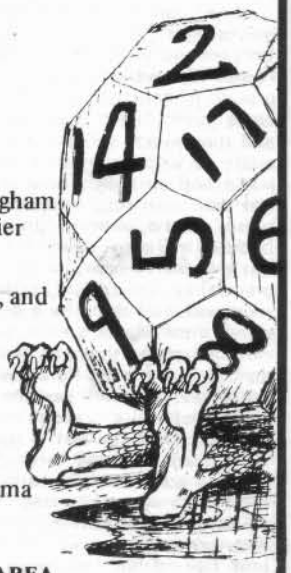

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Valley of the Four Winds

by Rowland Flynn ©1978

Chapter Two: Battle of Gondemar

The wizard Hajjin has inflicted his monstrous Wind Demon on the city of Farrondil, requiring huge ransoms to keep the demon passive. So dragonslayer Hero and his servant Pursio lead a band southward to seek advice from the Gondemarian dwarves; but, approaching Gondemar, they see the smoke of battle . . .

The long monotony of the day's journey was released like a cut bowstring; a sudden new excitement filled them as they rode towards the smoke and clangour. Even Pursio seemed caught in the lust for battle, but before the misty shapes ahead came clearly into view he called out "Stop!" – and reined in his horse. The others were loath to slow the gallop, yet Pursio was their guide: they halted beside him, with Hero's face inquisitive and others sullen or even angry.

"There is no time for cowardice on a Quest," said Anvar grimly, still holding his drawn sword.

"Nor time for folly, most specially on a Quest," Pursio returned. "There is death in that marsh, both Swamplords and sucking-pits which would take even a fine strong fellow like you in half a mouthful."

"We turn back, then – afraid of frogs and mud?" sneered Anvar.

"We shall not turn back," said Hero.

"Nay," said Pursio. "Onward – but we walk the horses, we keep watch on every side, we do not gallop like barbarian fools into whatever traps may await."

As a Northman and a "barbarian fool" himself, Anvar would have said more words but that the mist was flowing coldly over them now, robbing the world of colour and sucking the warmth of their blood with witch-like kisses. It brought the clammy green smell of the swamp, and a reek of burning pitch which stung the eyes, and worst of all a stench which mingled decaying flesh with the foul mud from stagnant pools where nothing lives: the musk of the Swamplords themselves.

* * *

The men dismounted and walked their horses after Pursio, as his practised eye sought firm ground in the growing wetness of marsh. It was like walking blindly through a battle-ground of ghosts, for still the sounds of battle came faintly from ahead and to either side, and then, worse still, behind. In the dwindling circle of visibility nothing could be seen but pools and tussocks, nothing could be heard but their own squelching feet and the sucking noises of the swamps. Once they passed the body of a Gondemarian, his doglike face in a last grimace of pain, his bowels split blue and grey into the viscid ooze. Another still screamed, half-eaten by a great loathly plant-thing, until Madoc's knife gave him surcease.

Then ahead they saw lights, red fires that danced in the mist. Pursio went neither faster nor slower, but followed the tiny signs – here a patch of white flowers, there a moss barely different from the rest – towards the moving fires. Black shadows loomed in the greyness until by some trick of wind the scene before them became horridly clear.

Two Gondemarians held spears whose ends burnt in yellow, sputtering flame and sent fiery drops hissing to the wet ground. The flames were slowly dying, but they served to hold off four creatures of nightmare which moved warily from side to side, seeking an opening. They were Swamplords, the colour of the swamp itself, grown from its foulest pockets of muck. The musk stench was strong; it seemed that their very existence was corruption, that they moved by those same forces that make a maggoty carcase crawl and writhe. Even their broad, winged helmets dripped slime, and the spike atop one helmet bore an impaled dwarf-head, so it seemed a horror with two heads.

"By the Stone and all things holy," breathed Hero, "must we foul our blades with these?"

But already they were moving forward, the horses held by a word of command. Two monstrosities still pressed hard on the dwarves, yet cringing from the flame-tipped spears; the others turned their tridents towards the oncoming men. Hero saw sickly that the Swamplords' double windpipes curved across their shoulders to heaving dark-red masses behind which must be the lungs. Even as the sight revolted him, he saw these soft masses must be weak points . . . Then the first creature struck. Feinting with its slimed trident, it sent a whiplash snapping through the air and about the neck of one soldier. Though the Swamplord seemed to exert but little effort, the soldier, poor Holstok, was jerked forward almost to the thing's feet; his neck must have been broken, but his slayer stooped to tear out his throat. It thrust the bloody morsel into a slitlike mouth and slobbered horribly, blood running down the grey-green body. The first of the party had fallen.

Filled with something like madness, Hero ran forward. He had forgotten all caution, all future purpose; he wanted only to kill the thing which had in an instant put an end to friendly, boastful Holstok with his skills and clumsinesses and eternal bragging of conquests among the wenches. All was suddenly roaring confusion. The trident came at him and he ducked, coming up with a sword-thrust which stabbed into that detestable mouth-slit and went on to grate against the back of the reptile's skull. Its arms closed in to crush him, but already the thing was dying, aided by Pursio who was somehow behind it slashing at the quivering lung-sacs. To the left another staggered, arrows sprouting from its slimy torso with featherings Hero recognised: Caspar's red-and-blue, Gorwin's black-and-green. Even as the Swamplord's dying spasm squeezed all breath from him, he saw that Anvar and another soldier, the bearlike Stefison, were hacking furiously at the third monster, aided by one Gondemarian; the other had finally scored with his spear, smearing flame across his victim's windpipe and sending it writhing to the ground with soul-chilling noises which might have been screams. All this Hero saw blindly as the Swamplord whose arms still held him fell and bore him to the ground. His last thought was that the thing's blood smelt worse, worse by far, than anything he had known before.

. . . Hero and Pursio attack the Swamplords . . .

(illustration by Dick Higgs, designer of the VALLEY OF THE FOUR WINDS range of figures).

He woke still daubed with slime and vileness, for there were not cloths enough in the party's store to wipe away the Swamplord's stains. About and about, rising and falling, the sound of battle still clattered in the mists.

"A sip of wine, my master," said Pursio, holding a flask to Hero's lips. The fiery wine warmed him, and he was able to stand. The four Swamplords now lay inert, as did Holstok and one Gondemarian, a trident still through his belly. Anvar too was wounded, but swore it was nothing and that Northmen did not falter till the flesh was stripped from their bones. The other Gondemarian came to Hero and bowed.

"I am Damzik, lieutenant of the King's guard," he growled in his deep voice. "I thank you for your timely coming."

Hero shrugged (and found that shrugging hurt): "'Tis the duty of any freeman to smite those abominations."

Damzik bared teeth in a feral smile, "We too are called abominations by some, not having the shape of true men. Yet the Swamplords are vile without and within . . . They rose against us three days ago, and ever since we have toiled to keep the hills. We are scattered now across the swamp-edge, and it goes ill with us. Gondemar fights best in groups."

"What do they want?" asked Pursio.

The dwarf gestured southward. "There are hot springs where pitch and tar float up from hidden deeps; we use it for a hundred things, not least our fiery spears, and needs must collect it from springs to which the Swamplords lay false claim. Methinks they would fight as gladly without excuse, for they have no use for fire themselves — mark how they feared it! — nor for caulking or sealing."

"Can you take us to your King?" said Hero.

"I would take you nowhere else."

* * *

The mists grew dimmer and colder, swirled more thickly. Evening was upon them. The sounds of hidden fighting lessened as they made their way through chill dampness, their horses, bodies and armour beaded and gleaming with moisture.

"Gondemar is in retreat," whispered Damzik, "'Twas agreed that we gather by the foothills after sunset, there to find how many remain and to plan the next day."

And other silent, toiling shapes appeared behind and on either side, as the wounded and staggering remnants of Gondemar's forces made their way back. Not another Swamplord was seen: at dusk they slithered back into the ooze from whence they sprung, there to replenish their strength in who knew what vile and hidden communion, too deep for swords or spears to touch.

Then firmer ground bulked beneath their feet, and they were climbing a slight slope amid many Gondemarians, who turned wondering eyes on the tall travellers from Farrondil but did not speak. It was enough that the strangers were not Swamplords. Broken in spirit, they asked no more.

Cheery fires blazed in the Gondemarian camp, and row on row of tents stretched on up the gentle slope. The forces dispersed, but Damzik led Hero and the men onward to the High King of Gondemar. Forwarned by messengers or arts more eldritch, he sat enthroned before his royal tent; and still befouled, the Farrondil party asked formally for audience.

"It is granted," said the King. "Aid from Farrondil is welcome always. Yet we asked no aid not yet. And you are but few. Why have you come?

Hero smiled bitterly. "We came to ask *your* aid, Majesty: not in war but wisdom."

"The voice of wisdom is drowned now by the noise of war. Ask me for no wisdom until the Swamplords are beaten back!"

Hero looked at Pursio, who grimaced. "We can but offer our swords," said Hero to the King. "May we buy a boon of wisdom with swordplay?"

"Your service is gratefully accepted. Advice you shall have. Now eat and drink with me. Perhaps you wish to bathe away the stains of battle?"

A serving-dwarf led them to a tent, where Pursio said "Never in my life have I been told so gracefully that I stank."

Squatting on costly rugs about the King's chair, they ate the spiced meats of Gondemar. Hero related the curse which had come to Farrondil; a captain from that day's warring told how the battle had gone against Gondemar in that fogbound nightmare of small skirmishes; then Rhys roused their spirits with a skirling music "from behind the Moon" which he had learnt none knew where. Great roasting jacks turned as whole trussed deer were prepared for further courses of the feasting. With wine, food and music, the future seemed less grim; yet none of the party could forget the ease with which Holstock and countless dwarves had been slaughtered . . .

Pursio was quizzing the lieutenant who had led them in. "Spears and arrows we have," Damzik said, "and lesser weapons like clubs and nets. Our greatest war engine is the cannon, which flings spears with force enough to smash those foul things to pulp — but 'tis slow in loading."

"You could not fling blazing bundles from the cannon?" Pursio suggested. "I saw they feared fire."

"Aye, their devilish lungs shrivel at touch of flame. But fire from cannon . . . nay, nay! So fast does the shot rush through air that any flame is quite blown out."

An idea stirred in Hero's mind. If the Swamplords could be gathered all together, and fire set in their midst . . . He touched Pursio's shoulder, and spoke his thought. The dwarf-lieutenant heard this also, and scoffed: "Very surely the swamp-devils will mass all together, as they did this morning to daunt us — but we've too few archers to shower 'em with blazing arrows, while the fiery spears they'll mock at in such numbers. They think it sport to play with us, a trident-poke here and a whip-scar there, until the spear burns down and we're ready for the taking."

"Yes," said Pursio, "the spears and arrows are good against one or two foes, but how can we carry fire to so many?"

"There is the legend of Miskel, I suppose," said Damzik sourly. "He earned glory by carrying a barrel of pitch all ablaze into a nest of Swamplords. They died in the flowing fire, all but one. Miskel died also. We are not such heroes in Gondemar today."

But Hero was looking at the roasting-jacks. "I have an idea," he said.

The idea was torn asunder by Pursio's merciless mockery, patched together in new patterns, questioned by army chieftains and finally approved by the High King himself. All night long there was hammering and cursing in the camp of Gondemar, as the army's carpenters worked their hardest and those who were not carpenters were made apprentices. The very tentpoles were broken up for wood. If any Swamplords spied from the marsh's edge, it would have seemed that Gondemar was fearful and ready to retreat . . . easy meat for those who would follow with whip and spear . . .

* * *

At dawn, the pale and sickly light which peered wanly through the eternal marsh-mists showed rank on rank of Swamplords gathered at the base of the Gondemarian foothills.

"They have placed themselves well. For us," said Madoc curiously. "Is that not poor strategy, fighting uphill?"

"They placed themselves further back yesterday," said Damzik. "We tired ourselves in the soft ground ere closing with them: then they scattered. Yesterday we were routed; today they care nothing for position, thinking us broken."

"They mean to sweep clean over the camp," said Pursio. "See, they begin to move."

"Can they not see our weapon?" said Hero. "I see them plainly enough — plainly enough to wish the mist were thicker! Vile creatures."

The King stood by him. "No, good Hero: these things of slime do not see far. Some say they smell more than they see. Certainly they cannot tell what lies here."

The glistening, dripping creatures were advancing now, many of their crests carrying horrid trophies of the last day's battle.

"Now!" yelled Hero.

In the ruins of the camp stood thirty or more great wheels. Wide like waterwheels, built of all the wood to hand and smeared with pitch and sulphur, each was as high as a man and savagely spiked. Each bore a barrel of thick oil from the hot springs. When Hero called out, torches were put to them so that thirty wheels of fire blazed on the hill. Then the restraining ropes were cut. Slowly at first, but with gathering momentum, the great wheels rolled to meet the advancing Swamplords. They left fiery trails and sent a great reek of burning to the skies. Guttural sounds came from the swamp-things as their nemesis burnt towards them; they broke and scattered, but too late: the fire was amongst them. Some threw themselves to the ground, and spiked wheels rolled over them, leaving clinging fire on their damply-heaving lung sacs; some ran and were overtaken by burning juggernauts. The wheels rolled erratically, as might be expected for things built in a few hasty hours — some fell on one side and lay blazing until the barrels burst to send waves of liquid fire down the slope, searing such Swamplords as still remained. Others did not fall until well onto the marshy ground, where their floating fires cut off the victims' retreat. As barrel after barrel burst in further flames, the mists were seared away and the whole near part of the swamp became a lurid holocaust, with Swamplords blazing and beating at themselves and calling pitifully one to another until the fire shrivelled their lungs, cracked their drying skins and charred the stinking flesh gradually from their bones. The few which struggled up the slope were easy prey for archers and Gondemar's cannon; the blazing arrows seemed puny and pitiful against the background of hellfire which glowed and bubbled will into the day.

"I did not know it would be thus," said the King in a dead voice.

"Nor I," said Hero, subdued.

"Aye. A clever stratagem. Even Swamplords, I would say, hardly merit such an end. Will my own folk someday drown in fire? Let us hope such warfare will be forgotten."

"Have I offended? I asked only for wisdom; you asked for aid in battle."

The King nodded his doglike head. "Take your wisdom, then, and go. I have a Sight. You must go north. Go through the woods; trust nobody; seek Verokin. Damzik will lead you across Gondemar. Now I shall rest. A man should not look on hell in this life."

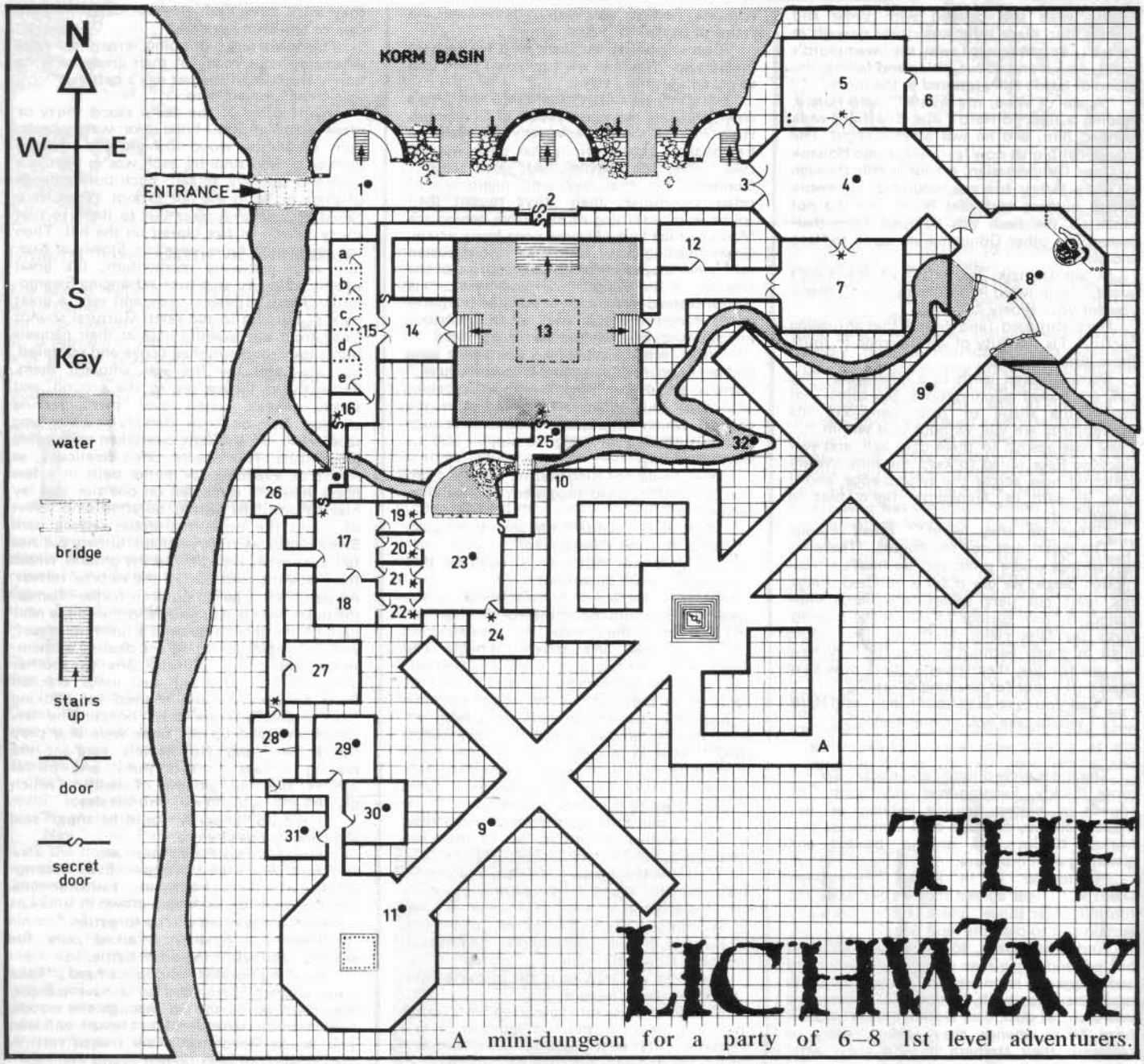
"Verokin?" said Hero: but the King would say no more. From within his robes he pulled out a small black pouch tightly bound with leather cord. He handed it to Hero, turned, and walked away. Whilst Hero frowned and fingered the hidden contents, Pursio's beaming smile did at least indicate the "gift" was in their favour.

"We are honoured indeed, Hero," explained Pursio, "for none outside of Gondermar has ever *seen* the Swan Bones, and these are yours to use! Do not open the bag, just count the number of bones through the cloth, and hide it well. We have a mighty talisman here."

The common folk were less melancholy, and Hero's party was cheered all day, up through the country's heights and northward through thickening woods which covered the hills, and so on down to the western forest behind Lake Lume. Damzik offered to stay with them, and Hero could not refuse. So it was with a full company that they urged their horses out of Gondemar and into the debatable land of that forest. A few furlongs past the unmarked border they found a grisly sight which seemed out of place in the cool green forest depths: the body of a man many days dead, speared to a tree. As Hero approached it, the dead eyes opened and the dead mouth uttered words: *"Turn back, or be as I am."*

They did not turn back.

To be continued . . .



Background of the Lichway (for DM only):

The Sandlanders, a dour coastal people, valued their hard-earned possessions above all else. Their dead, along with their most valued possessions, were ferried on funeral barges across the vast Korm Basin to its southernmost extremity which entered a cavern where the lichway was sited. The Sandlander high priest, Yezal, and his guards who dwelt permanently in the lichway received the dead and performed sacred rites (animate dead) in the Crypt of Life. Bodies were then entombed in the walls of the lichway behind a stone slab that could be easily removed from within. The deceased's belongings were concealed elsewhere in the lichway. The Sandlanders believed that if ever their possessions were taken, the dead would awaken to reclaim what was theirs. The lichway was sporadically attacked, without success, by lizard men until an earth tremor opened a chasm between the Korm Basin and the Pit of the Eternal Flame. The flame was quenched by the inrushing waters and the lizard men were able to use this subterranean opening to penetrate the defences of the lichway and slay the guards and high-priest. The next funeral barge to arrive was attacked and sunk by the lizard men, who, flushed with victory, set forth and attacked the Sandlanders' village. After many battles, and with their lichway defiled, the demoralised Sandlanders withdrew from their homelands and travelled further up the coast in search of a fresh dwelling place. Since that distant day the lichway has lain undisturbed and has yet to yield the dead-men's wealth.

DM's Notes:

1. All the walls in the rooms are of stonework faced onto rock.
2. The level or number of Hit Dice along with ability scores of monsters are given for the DM to roll hits and award bonuses depending on whether Advanced D&D or Basic rules are being used.
3. MM denotes the monster is described in the TSR's *Monster Manual*. WD denotes a monster from the indicated issue of *White Dwarf*.

Map notes

Scale: each small square represents 5' x 5'.

• indicates that an echoing noise similar to wind whistling through trees can be heard in that room. (Dronesong – see 11).

*** indicates that the noise can be heard in the room if the door nearest the symbol is open.**

Rumours gathered by the party in a village tavern:

1. The wealth of the Sandlanders tribe still lies undiscovered in their lichway somewhere on the tidal Korm Basin.
2. Dark Odo – a saturnine female MU – and her henchmen set off some months before in quest of the lichway and have never returned.
3. Only a few hours previously a band of four men, considered by the law-abiding locals to be of dubious character, set off in the same direction as Dark Odo.
4. Ferro the woodsman saw a band of marauding Green Star Svarts pursuing a few panic-stricken kobolds towards the Korm Basin.

For the Party:

The party, having followed directions from locals, have discovered a passage at the back of a cave. This led them to another huge water-filled underground cavern into which a subterranean river gently flows. A wooden bridge crosses this river to an open portal beside a 15' high tower leading to:

1. Korm Wharf *(At the south end of an underground cavern. Ceiling 50' and rising to the North)*

Along the water's edge are three small fortified towers (15' high) between which are two docking bays and steps down to the water. The steps are littered with rubble and masonry – the remains of arches destroyed by the earth tremor – which is covered for the 2' nearest the

water level with wet green weed and slime (10% chance of slipping) and a few small barnacles and sea snails (showing that the basin is tidal). In the eastern docking bay the wreckage of a wooden barge lies rotting, within which is a broken bier and skeleton. In the barge on the waterbed (5' deep) lies a rusted metal chest containing an ornate golden goblet (2–200 g.p.), a small stoppered flask containing a strong alcoholic spirit made from sea-urchins, a stoppered blue gourd full of white sand and a plain silver armband (1–50 g.p.). Beside the chest lie a rusted shield and dagger.

Within the wrecked barge lurk 1–2 lampreys (AC7, 1D8+2, Att 1–2 + drain blood) (MM).

The southern wall of the wharf bears the rusted and broken remains of torch-holders.

Wandering monsters on the wharfside are (roll D6):

1–3 : 1–2 stirges winging in across the basin (MM)
4–6 : 1–2 lizard men clambering from the waters (MM)

The eastern doors are carved with skeletal borders surrounding a cascade of water. They are 2' ajar.

2. The Flame Portal

Double doors, arched and 20' high, are covered in carvings depicting a border of intertwined skeletons framing a large flame. The doors have four thick metal bars across the front with the ends built into the walls on either side. The lowest bar is 3' from the ground and the doors are shackled to the bars by at least a dozen large chains and padlocks, all of which are corroded and jammed. Below the lowest bar there is a secret door, 3' square, behind which is a lever which when pulled raises the stone gate at 3. A secret door behind the lever opens to a full height (20') passageway. The passageway and the walling behind the door are all new construction as the door once led straight into the Pit of Eternal Flame.

3. The Stonegate *(20' high opening)*

The Stonegate seals the entrance but is at the moment raised. A search would reveal the two small cracks in the ceiling above delineating the 3' thick gate. There is a corresponding worn groove in the floor directly below which is plainly visible. The gate is lowered and locked by the levers in 5 and raised by the lever at 2.

4. Runehall *(ceiling 40' high)*

Part of the ceremonial entrance to the lichway which gains its name from the fact that the marbled floor is inlaid with strange (but harmless) mystic symbols. Immediately inside the partly open western doors, lying prostrate on the floor, heads away from the door, are two zombies and a ghoul. They are apparently unharmed but totally immobile (being under the influence of the Dronesong (see 11). If attacked, however, they will rise in self defence.

5. Guardroom *(ceiling 20' high)*

Broken bunks and shredded mattresses litter the floor. The southernmost of the two levers in the S.W. corner lowers the stonegate, whilst the other, if pulled an odd number of times, locks it in the lowered position. The gate takes 5 melee rounds to drop completely. Standing in the room are 3 men (thieves):

Name	Al	Lvl	AC	S	I	W	D	C	Ch	Carries
Veneman	N	2	7	13	7	14	13	6	12	mace, shortbow, 13 arrows, 40 g.p.
Luqe	N	1	7	4	10	5	14	10	14	shortbow, 11 arrows, sword, 10 g.p.
Argun	N	1	7	11	8	11	11	10	13	sword, dagger, 37g.p.

With swords and maces at the ready, they are about to batter down the eastern door. A torch burns faintly in an old wall holder by the levers whilst hidden in the shadows in the N.E. corner, with an arrow nocked in his shortbow, lurks the 4th member of the group – an elf:

Name	Al	Lvl	AC	S	I	W	D	C	Ch
Pipluk	N	1	7	9	14	13	13	10	16

Carries shortbow, 12 arrows, sword, 52 g.p. and a 1'6", 1" diameter wooden tube.

The group believe that they have cornered an MU behind the door and were about to go in.

6. Arms Store *(ceiling 15' high)*

The floor is littered with rusted and corroded weapons, armour and shields. Some of these have been used in an attempt to wedge the door closed (–1 on die roll to open). Dressed in robes (which are rather worn on close inspection) and carrying an elaborately decorated and carved 5' staff (which close scrutiny reveals to be rather badly painted) stands defiantly in the S.E. corner he who tried to wedge the door:

Name	Al	Lvl	AC	S	I	W	D	C	Ch	Carries
Cack-hand Amdor	N	1	9	5	7	9	9	10	9	his entire worldly possessions of 82 c.p. and a dagger.

He lacks everything except confidence. Amdor is in fact a FM of unfortunate background being a foundling among a people who trained all such as FM. On his coming of age it was evident that he just wasn't up to it and was exiled from the village. Down on his luck and observing the respect with which MU's were treated, Amdor sold his armour and weapons, bought some robes and carved and painted his own staff. This, together with his outrageous self-confidence, brought him to a station in life where town-bullies no longer kicked sand in his face. Unfortunately he ran into Dark Odo who was impressed enough to charm him. However, on discovering how useless he really was, she disgustedly told him to *!@* off and do whatever anyone told him to do. He is still charmed and will consequently do whatever he is *explicitly* told to do (or at least go through the motions in the case of casting spells). If *asked* to do something he will behave as normal, adding lie upon lie about his awesome ability as an MU. He knows the history of the lichway as detailed for the DM but, not the location of the treasure.

7. Guardroom *(ceiling 20' high)*

The floor is littered with the remains of broken bunks and slashed mattresses, to one side stands an undamaged but rotten table. Squatting on five mouldy but intact mattresses are gathered 4 goblins (AC6, 1D8–1), each carrying a mace and 10s.p., and a hobgoblin (AC5, 1D8+1), carrying sword, 216 g.p. and 15 c.p. All are enjoying themselves by maliciously torturing a bound and helpless stirge (3 hits left) with implements salvaged from 12 which they are heating in a small fire. If attacked they will call for aid to another hobgoblin who is still rummaging around in 12. Inside one of the mattresses is a leather pouch containing 1 gem (1–1,000 g.p.).

8. Crypt of Life *(ceiling vaulted, 40' at highest point)*

A 10' statue of a vampire with mouth agape and fangs bared stands on a low plinth against the N.E. wall. Carved on the front of the plinth in the common tongue is the inscription:

Bathe, Sandlander, and restful
Ease your cares,
Til the Singer stills his song
Then rise to claim your wares.

The tongue of the statue is secretly hinged and beneath it lies a small silver key (1–20 g.p.) which will open the cage in 11. Fresh water flows from a pitcher held by the statue down through a grating in the floor and thence into the stream to the S.W. This is drinkable springwater but there is a 10% chance that there will be a throat leech (AC9, HTK 1, Att. 1–3 blood suck + choke) (WD 6) in any water drunk or gathered. Between two 3' high arches in the S and W walls flows a 1'6" deep throat leech-infested freshwater stream over which is a low stone bridge. The rails on either side are of lashed bones, now somewhat rickety, with each upright topped with a human skull with solidified blobs of wax encrusted below each orifice since ceremonial candles were burnt within them. The opening to 9 is an archway across which are two 4' high bone, skull-capped Lichgates wide-open and now almost off their hinges.

9. The Lichway *(ceiling barrel-vaulted 20' high)*

The walls are lined end to end with stone slabs, each bearing what appears to be a name written in some arcane language. Behind each slab there is an alcove in which lies a skeleton (except the lowest slab in the N.W. wall at the S.W. end which is open and empty – see 28). There are a total of 652 skeletons (AC7, 1D8, Att 1–6). Each skeleton lies dormant and unmoving unless attacked when it will rise to defend itself. In the central, domed (40' high) area is a 5' high stepped platform on which stands a 15' high metal skeleton.

Camped at point 'A' are 12 Svarts of the Green Star (WD 9) so-called because of the symbol they bear on their shields (Al C/E, AC7, 1D8–1, carrying small swords (1D4+1), 3–18 s.p., and two also have nets. Having lost track of the kobolds, they have made camp. A guard is posted on both sides of the camp while the others are grouped around a comrade who, seated on a sack containing their booty of 161 g.p., is reading in Svartish from a small book. At each utterance the others are falling around in uproarious mirth. Several empty wine skins are littered around. The book, written in Svartish and worth 100–200 g.p. to a sage, is entitled *'Embrassing Facts about Hobbits'* with an appendix of *101 Ways to Insult a Hobbit.* Any Hobbit on hearing one of these insults must save vs wands. Failure means that he is so enraged that he will immediately go berserk. Any hobbit worth his salt will destroy the book at the first opportunity.

10. Spider's Lair

In the corner dwells a (huge) trapdoor spider (AC6, 2D8+2, Att 1–6 + poison (+1 on save)) (MM) waiting to pounce, with surprise of 1–5 on D6, on any unwary passers-by to drag them back down into its concealed lair beneath the flooring. There it will devour them on a nauseous bedding of rotting garbage and bones. Scattered in this filth are a flail, 45 c.p., phial of holy water, small empty sack, 2 pelts (1–50 g.p. each), 2 silver tipped arrows, a sword (see below), 86 g.p., hand-axe, 2 putrid rations, longbow, flask (containing water from 8 and a throat leech), 2 flasks of oil, garlic bud, 37 s.p., gold ring with a precious stone in (1–1,000 g.p.).

The sword has written in magic on the blade the word 'Bloodletter' and is +2 (hit probability only) but concealed in a secret compartment in the end of the hilt is a milky-blue translucent cube with a different small rune carved on each face. This, the Stone of Disability, effectively makes the sword +1 only since it reduces *all* its possessor's powers (hit probability, saves, hear noise, etc.) by 5%.

11. Dronesong Hall *(domed ceiling 40' at highest point)*

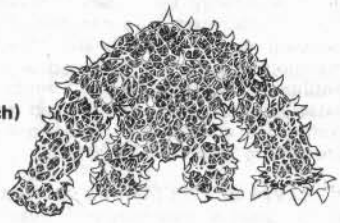
Tattered shreds of once plush drapery hang from the walls. In the centre is a 5' high stonework platform on which is a cage of silver bars built into the platform. In this cage stands a Susurrus from which emanates the droning 'wind in the trees' noise (see below). There is a secret false stone in the eastern side of the platform behind which is a keyhole. The key from 11 will fit and open. When the key is turned (or the lock picked) the bars in the E. side of the cage slide down into the platform freeing the beast (relocking causes the bars to rise again). Inside the cage there is a secret trapdoor in the floor which opens to reveal a 40' deep crypt the size and shape of 11. The crypt is deep with the belongings of the dead: gold candelabras, gems, jewelry, silver flasks everyday objects, tools, weapons (none magical), etc. (The total value

The Lichway

of the hoard is left at the DM's discretion.) Should the Susurrus cease its dronesong, then all the skeletons in the lichway, the 2 zombies and the ghoul in 4, and the skeleton in 28 will all awaken. 50–75% of the skeletons will head toward the treasure, the rest will roam the complex.

SUSURRUS

No. appearing:	**1**
Armour class:	**4**
Movement:	**15"**
Hit Dice:	**8D8**
Treasure:	**Nil**
Attack:	**2 Claws (1–8 each)**
Special Attack:	**Hug (3–24)**
Alignment:	**Neutral**
Intelligence:	**Low**
Monstermark:	**484 (level X in 12 levels)**



The exoskeleton of the Susurrus is honeycombed with small ducts and passageways through which the beast continuously draws in the air on which it feeds. This constant 'inhaling' creates the beast's characteristic dronesong which only ceases when the beast dies. It is reminiscent of wind blowing through trees and can be heard up to a quarter of a mile away through unobstructed airways or beyond *one* closed door. The dronesong reverberates through corridors making it difficult to pinpoint the direction from which it emanates, but will become noticeably louder as the beast is approached. This noise has a peculiar effect on undead creatures causing them to feel 'at peace' whereon they sleep the 'sleep of the dead'. Any number may be slept but otherwise it acts as a 2nd level cleric vs. undead (i.e. skeletons are automatically 'slept', a zombie rolling 6 or less on 2D6 is 'slept', wraiths and above are unaffected). While 'asleep' the undead cannot be turned but if physically attacked will waken to defend themselves. The 7' tall beast has no external organs, and 'sees' and 'hears' through vibrations and disturbances in the air. Thus they can detect the presence of invisible objects and beings.

They are often seen immobile in windy locations taking in the air, and are surprisingly fast, aggressive and dangerous if encountered, delivering a vicious hug on a roll of 18+ with either claw which crushes the victim onto the numerous bony spikes which cover the exoskeleton. They loathe fire and will immediately attack any torch or lantern bearer in an attempt to extinguish the oxygen consuming flames.

Susurri are believed to have a lifespan of at least 1,000 years and they communicate by means of subtle variations in their dronesong.

12. Storeroom *(ceiling 15' high)*

Knee-deep in rusted and bent torture equipment and garbage is a hobgoblin (AC5, 1D8+1), carrying sword, 14 c.p. and 172 g.p., rummaging around for an interesting implement to torture the stirge in 7. There is a 5% chance of finding any small, usable, specified item of torture.

13. Pit of the Eternal Flame *(domed, 40' at highest point)*

The walls 2' above water are covered in wet green weed and slime (the water is tidal being linked to the Korm Basin). Around the walls are the remains of manacles set into the stonework. The northern steps lead to a blank wall which is of new construction. The water filling the room is 1'6" deep except in the central 20' square which is the 25' deep Pit of the Eternal Flame. The bottom of the water-filled Pit is deep with chained and weighted skeletons. The topmost skeleton is that of Yezal, the Sandlander high-priest. Beside this skeleton lies a money-belt containing 290 g.p., a small creature of carved bone on a leather thong (see A below) and a mace (see B below). A large passable fissure leads from the bottom of the Pit to emerge underwater at the foot of the central tower on the wharf.

A: The Lichway Bull-Roarer is of bone and is carved in the shape of a Susurrus. When whirled it creates a high-pitched whistling noise which will cause a Susurrus to back peacably away from the wielder, though it will defend itself if attacked.

B: The Snake Mace is a +1 mace for clerics and is in the shape of bound bones topped by a skull. Carved round the shaft is a coiled snake. Inscribed in magic on the base of the skull is the word 'ophidius'. When the wielder utters this (in the correct tongue) the snake (AC7, 2D8, Att 1–3 bite + poison) will come alive and serve the wielder (once per week). The serpent returns to the mace on command, but if slain the mace becomes a normal +1.

For every turn spent in the room there is a 20% chance that 1–3 lizard men (AC5, 2D8+1, Att 1–2,1–2,1–8) will emerge from the waters in the pit.

Beneath the waters at the foot of the N. steps is a decomposed body in rusted plate mail with a back pack that contains 58 g.p., corroded sword, and dagger.

The secret door in the S. wall is 15' above floor level.

14. Jailer's Room *(ceiling 15' high)*

A torch in a holder on the N. wall throws light on a bound and naked woman – Pinella (see 15) –lying on a bunk against the S. wall. Flushed and panting beside the bed stands a particularly ugly man, clothing in some disarray and whose face is covered in warts and sores:

Name	Al	Lvl	Cl	S	I	W	C	D	Ch
Foul-faced Vivlok	C/E	1	FM	13	12	10	17	13	Ch

Carries: little at the moment, but is still wearing enough chainmail to be AC6.

Beside the bunk lies Vivlok's belt with a keyring bearing 5 keys (to the cells in 15), a pouch containing 17 s.p., a sword and a large empty sack. They are all wet with the last of the wine spilt from an overturned earthenware jug. At the foot of the bed a 2-handed sword is propped against the wall, while above the bunk hangs a rope which if pulled, as Vivlok will do if disturbed, rings a warning bell in 17. (See 17 and 23).

15. Cell block *(ceiling 15' high)*

The barred cells are locked (the keys are on Vivlok in 14) except 'd' which is open and contains the torn clothing of the female MU:

Name	Lvl	Al	S	I	W	C	D	Ch
Pinella	1	L/G	12	14	7	11	10	15

Her spell book (not here) contains Dancing Lights, Enlargement, Light, Magic Missile, Shield, Tensor's Floating Disc. She has no spell at the moment having used it in the combat in which she was captured. She knows only of Vivlok and Erig (see 15 and 21) who captured her and alternate as jailers. She thinks Erig's alright for a chaot and that Vivlok is the scum of the earth.

The cells are empty except for 'b' in the corner of which sits a disconsolate looking man dressed in rags, the cleric:

Name	Al	Lvl	S	I	W	C	D	Ch	Spell
Paxon	L/G	2	12	9	15	11	6	6	Cure Lights Wounds

Paxon's knowledge of his captors extends no further than Pinella's, as they were members of the same unfortunate party, but he knows of the appearance, abilities and dronesong of the susurrus from a druid he once met.

16. Walled Cell *(ceiling 15' high)*

A magic mouth has been cast in here to make ferocious, bestial noises whenever anyone approaches within 10' of the N. door from the N. side.

17–22 The High-Guards' Quarters *(ceiling 15' high)*

17. A table and 5 chairs are placed centrally in the sparse room illumined by lanterns on the wall. A bell hangs from a chain in the N. wall and is rung by pulling the rope in 14. If this has *not* been done then, seated at the table, staring fascinatedly at a cube (see below) held in his hand is the exiled gnome FM:

Name	Al	AC	Lvl	S	I	W	C	D	Ch	Carries:
Trob the Black	C/E	4	1	11	7	9	12	10	9	Hammer

The cube is a Kaleidoscube with sides of 1½" and is transparent. Within it are small coloured spheres which, when the cube is shaken, ricochet around within the cube leaving beautiful trails of translucent colour, enough to happily fascinate any humanoid of low intelligence. A kaleidoscube is of little value (1–5 g.p.) as they are commonly distributed by MU's to their less intelligent minions.

If there is any noise or combat the inhabitants of rooms 19–22 will enter. If the bell has previously been rung then they will all be present and ready, including Trob who will have placed the cube in his side pouch.

Dark Odo (see 23) will appear if needed at an opportune moment. She will observe events through a spy hole in the door from 20.

18. A large wooden chest rests in the N.W. corner containing 50' rope, 8 iron spikes, flail, mace, 2 flasks of oil, flask of wine, 6 torches. A false bottom conceals 339 g.p., 131 s.p. and an ointment (12 uses) which when rubbed on a person or object creates Faery Fire. Mounted on the S. wall is a flail with gold chains (216 g.p.). The carved wooden bed in the S.W. is covered by a plain fabric spread with weights sewn into the hem so that it hangs down evenly round the bed concealing the space beneath. There is nothing under the bed, but the weights in the spread are 1,000 g.p. and a gem (1–1,000 g.p.). A small table, bearing wine and water jugs, and a chair occupy the N.E. corner. In the room resting on the bed is the human cleric:

Name	Al	AC	Lvl	S	I	W	C	D	Ch	Carries
Mudras	C/E	4	3	14	10	17	11	9	9	mace

Spells: Cause fear, Cause Light Wounds.

19. Rough bunk and washstand against S. wall on which burns a torch in a holder. Under the washstand is small chest containing a flask of oil and an earthen (empty) pot. Loose stone in N. wall conceals 88 g.p. and 89 c.p. On the bunk, idly pulling the legs off a small spider, lies the fighting woman:

Name	Al	AC	Lvl	S	I	W	C	D	Ch	Carries
Runas	C/E	4	1	15	8	8	5	10	13	Sword, morning star

20 As 19 except that in a false bottom to the washstand there lies 1 e.p., 70 g.p. and a small, totally rusted oval piece of iron with a toothed edge. The usual resident is Trob (see 17).

21. The room is furnished as 19.

Name	Al	AC	Lvl	S	I	W	C	D	Ch	Carries
Erig	C/E	4	1	13	15	14	8	16	9	Sword, short bow, 18 arrows, 70 g.p.

He is a human FM and sits at the washstand. He has a small pouch of powdered minotaur horn, some of which he is stirring into a jug of wine in the mistaken belief that it is an aphrodisiac.

22. Asleep on the bunk of a room as 19 lies the female thief:

Name	Al	AC	Lvl	S	I	W	C	D	Ch	Carries
Orwen	C/E	7	2	12	11	8	7	13	10	sword, concealed dagger, 96 g.p.

There are 4 torches on the washstand.

23. Yezal's Chamber *(ceiling 20' high)*

A small waterfall cascades into a pool lit from 6 coloured lanterns hung

on the wall above-a narrow ledge running around the pool to the top of the waterfall. Concealed beneath the waters of the falls in an iron spike wedged in the rock from which a chain runs down into the pool. The other end of the chain is attached to a sealed leather sack containing 397 p.p., 237 g.p. and 2 gems. In the 12' deep pool dwell 2 koalinth (AC5, 1D8+1, Att 1–8) (MM) the charmees of Dark Odo, the female conjurer who is lounging on sumptuous cushions near the pool's edge watching the lanterns gleaming through the spray. On the floor beside her is a brass waterpipe (10 g.p.) in which she is smoking the Virughan Violet blend of Black Lotus which enables the smoker to hear noise on 1–5 for 6 turns. In a small onyx box (27 g.p.) beside the pipe is enough Virughan Violet for 1 smoke.

Plain rugs cover most of the floor and against the W. wall a small statuette of a magic-user holding a crystal ball (a pearl, 523 g.p.) stands atop a wooden chest containing 85 g.p., 83 s.p., an earthen pot containing the ashes of Dark Odo's past lovers, a Kaleidoscube (see 17), 3 torches, 3 flasks of oil, and a 6" piece of wood carved in the shape of a finger.

If the alarm in 17 is rung Dark Odo will first go to 25 to attack any intruders in 13.

Name	Al	AC	Lvl	S	I	W	C	D	Ch	Carries
Dark Odo	C/E	9	3	11	15	9	11	10	14	+1 ring of protection, giving AC9+1

Her spells are 2 charm and 1 sleep (1st level) plus invisibility (2nd level).

24. Yezal's Bed Chamber *(ceiling 20' high)*

A large ornate wooden bed, a plain table with water and wine jugs on, and a chest containing 7 standard rations and 7 iron rations occupy this room. In a secret compartment in the underside of the bed is hidden Dark Odo's spellbook (roll for other spells in book). The compartment is opened by a recessed button alongside that is fitted with a poison needle trap. (Dark Odo uses the wooden finger to press the button.)

25 A balcony which opens to 13 some 15' above the floor level of that room.

26. Old Supplies Room *(ceiling 15' high)*

Straw litters the floor of this room smelling of Mundras's dogs which normally inhabit it, but are at the moment in 27. In the corridor 35' to the south lies a chewed kobold.

27. High Guard Sentry Room *(ceiling 25' high)*

On the E. wall, 15' up, is a recessed ledge 5' deep, on which lie 4 kobolds (AC7, 1D4) (MM), carrying shortbows (no arrows), swords and 14 s.p. They are hidden and cowering from 3 dogs (AC7, 1D8+1, Att 1–4) (MM) covered in a pale fiery glow (produced by the unction in 18). The dogs are feasting on a kobold beside a 15' wooden ladder lying on the floor which is littered with garbage, rags, bones and all 25 of the kobolds' arrows, 4 of which are embedded in a glowing, freshly slain dog.

28. Iron Room *(ceiling 15' high)*

From the E. and W. walls project pointed iron bars 6" apart and aligned vertically. The pointed ends face each other with the W. ones lined with the spaces between the E. ones. There is a 2' gap between the facing points. On the floor between them lies a suit of plate mail, with holes about the size of the spikes punched in it, containing a skeleton (the missing one from 9). The room is a harmless deterrent.

29. Old Storeroom *(ceiling 15' high)*

A noxious smell of rotting foodstuffs emanating from several mould-encrusted barrels which have split and spilt their contents of flour, etc., fills the room. Feasting on a decomposing body beside their burrow in the N.E. corner are three giant rats (AC7, 1D4, Att 1–3 +5% disease) (MM). Beside them lies an old backpack containing some still usable belladonna, 5 iron spikes, small matt white bellows made of wood, leather and metal studs (the leather is split rendering them useless), mace, silver cross, 52 c.p. and gold anklet (232 g.p.) inscribed with the name "Rena".

30. Old Storeroom *(ceiling 15' high)*

A man-beast (WD 8) and follower in beast form are in the room.

Name	Al	AC	Lvl	Con	Att	Carries
Jessup	N	6	2	14	1–4, 1–4, 1–6 + 2–16 hug on roll of 20	81 g.p., ring (142g.p.) and a waterskin
Tuxarra	N	7	1	16	1–4, 1–4, 1–4, + 2–16 hug on roll of 20	49 g.p., and a waterskin

They are sitting amid a pile of rat bones and are rolling them to see who will have the pleasure of devouring the last dead rat which lies between them. The room is cluttered with torn and empty sacks.

In human form, Jessup is male (S:6, I:12, W:5, D:11, Ch:13), and Tuxarra is female (S:11. I:5, W:5, D:11, Ch:13).

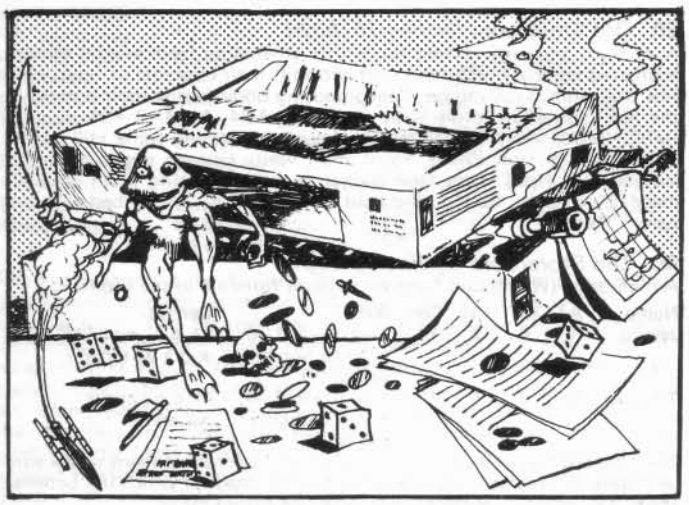
31. Yezal's Store Room *(ceiling 15' high)*

Unburnt sticks of incense lie strewn on the floor along with torn and aged robes and an old shattered wooden chest. A small loose stone in the W. wall has a wooden stopper in its topside, sealing a cavity which is filled with a potion of healing.

32. Stream *(ceiling of rock 8' high)*

Half on a rocky ledge to the E. is slumped a body, hand outstretched towards a small rusted (empty) metal box at the rear of the ledge. The body is bearing a backpack containing 3 wooden stakes and mallet, silver cross, 3 damp torches, 279 g.p., a small metal ball, and a small phial containing a potion of speed. In the 1'6" deep stream, under the ledge and quietly chewing on one leg of the body is a spinescale (AC7, 2D8, Att 1–4 + 1–8 poison) (WD 2).

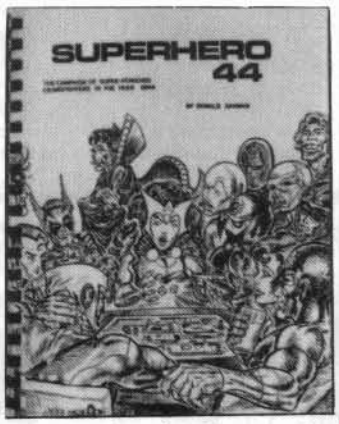
OPEN BOX



OPEN BOX examines Science Fiction and Fantasy games and rulebooks currently in the shops. The reviews have been written by either independent authorities or members of the White Dwarf Test Panel. The OVERALL figures on a 1–10 scale, rates the game itself taking all factors into consideration.

SUPERHERO 44

Lou Zocchi – £3.95



Using this 36-page set of rules you can be either the saviour of the world or public enemy number one by recreating your favourite comic-book characters.

All the action takes place in the year 2044 after a global holocaust, on an island off America's west coast which has become an important centre of civilisation – Inguria. Maps of the island and its city are provided, although not of a large enough scale. Due to the radiation present certain humans have gained 'unique' powers.

There are three basic types of ability – ubermensch, unique and toolmaster. The ubermensch specialises in physical abilities of combat; eg Tarzan. The unique possesses the extraordinary ability of a beneficial mutation, eg Superman. The toolmaster is an expert technologist. Classic examples would be Kazar, the X-men and Iron Man.

Characters in superhero are designed rather than rolled. One divides 140 basic points between seven characteristics: vigour, stamina, charisma, endurance, mentality, ego and dexterity. These scores are adjusted according to character type and a personal bonus applied to one's specialisation. A word of warning, it's not much fun playing a character with the strength of 1,000 men, invulnerability, flight, who breathes fire and is immune to kryptonite.

The character is now ready to patrol, train, pay taxes, research abilities, fight crime, commit crimes, form groups of like-minded individuals, pay insurance and, with luck, avoid law suits.

Actual play has two parts, the face-to-face scenarios and the rest of the week's activities. The scenarios are used to 'handicap' the characters, giving scores for such areas as crime prevention, location, getting leads, convictions and avoiding unnecessary damage to people and buildings. These areas interfere with each other, so a high conviction rate means a low rate of informers. New characters will have a low overall score, the purpose of the game being to increase these scores while raking in the money for rewards.

The other part of play is the most interesting idea for other games. Each character fills out a weekly planning sheet indicating when he is patrolling, resting, training or researching. This, together with his handicap gives his week's activity and various tables show how many crimes of what type he's stopped this week and at what damage to himself; without actually having to play every event. The handicap scenarios can be played say, once a week, but in the meantime the character is active claiming rewards and gaining experience.

The rules are well worked out and cover most eventualities with clear examples. On the other hand this is not a game for maths and table-shy GMs as everything is down to modified probabilities with the usual resultant working out to do. As with most such games setting up requires some time but at least here the world is already designed. Overall good fun and realistic and a welcome addition to any role playing fan's collection. Certainly as a postal game it has a great future. It might even convert quite readily to a computer based programme in a similar way to 'Starweb'.

Overall: 6 **Eamon Bloomfield**

LEGIONS OF THE PETAL THRONE

TSR Hobbies Inc – £3.50

Legions of the Petal Throne (LPT) is a set of wargame rules intended to simulate warfare on Tekumel, the world created by M.A.R. Barker for his role-playing game Empire of the Petal Throne (EPT).

The LPT rules are divided into three main sections. First is a set of very basic combat rules, intended for non-wargamers and those primarily interested in role-playing who want to get battles in their EPT campaigns out of the way as quickly as possible. This basic set is simple and straightforward to use, but the extent to which it reflects the distinctive character of warfare on Tekumel is limited.

A more worthwhile set of combat rules is also provided. This detailed set goes into warfare on Tekumel in great depth, and its mechanisms have clearly been designed to involve the players in decisions characteristic of such warfare. The rules incorporate masses of detail from that background, and the information itself is provided in appendices dealing with the troops, and formations used by them, of the major nations of Tekumel. The mechanisms of the rules take account of all this detail, expect where it is too fine to be represented using their 1:100 figure scale.

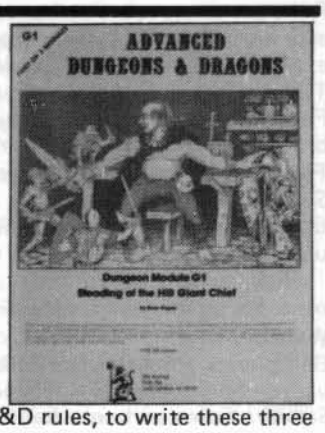
The basic combat rules and the more detailed set use a common set of rules for spell casting. These are closely related to the rules for magic use by individuals in EPT, but are adapted for use by the teams of magic-users present on both sides in battles on Tekumel. They seem to have been well thought out, and allow an interesting magical duel which both sides can use skilfully to influence the course of the battle without either swamping the combat with magic so that the former is almost irrelevant or reducing magic to an occasional unpredictable event that upsets the battle.

The rules are generally written in the American idiom. The essence of this is that the actual mechanisms are rather simplistic, and detailing is achieved explicitly by using rather a lot of them rather than "factored into" more complex mechanisms. The latter may seem more elegant to wargamers used to British rules like those of the Wargames Research Group, but the former is more straightforward and easier for the non-wargamer to pick up. And LPT is undoubtedly aimed at the non-wargamers engaged in EPT role-playing as well as wargamers.

The author, David Sutherland of TSR, has produced a good simulation of the rather formal warfare characteristic of Tekumel, with lots of colourful detail. However, one very obvious omission is any provision for individuals to play a distinct role, other than commander-in-chief. This is understandable, for the 1:100 figure scale, admirably suited to the representation of large battles, reduces the individual to 1% of a figure, and the nature of warfare on Tekumel is organised and collective rather than heroic. However, I am sure that EPT players contemplating battles will wish to provide characters involved with distinctive roles. For fighting-men, this is quite simple, as characters from the two sides can be paired off in the individual pre-battle duels rather than resolving them by simple dice throws as in the LPT rules. For magic-users, the only answer would seem to lie in reworking the collective magic rules on a more individual basis; M.A.R. Barker's *War of Wizards*, a game of magical duelling, could provide some ideas for this, but is too bound up with its formal setting to be used itself.

Overall: 6 **John Norris**

DUNGEON MODULES



TSR Hobbies Inc

G1 (Steading of the Hill Giant Chief) – £3.50
G2 (Glacial Rift of the Frost Giant Jarl) – £3.50
G3 (Hall of the Fire Giant King) – £3.75

Somehow Gary Gygax has managed to find time, between bouts of writing the Advanced D&D rules, to write these three modules – and there is promise of more to come; other modules are apparently in course of preparation. Things are really buzzing at TSR!

The modules consist of two maps (module G3 has three) and a booklet of background information, DM's notes and guidelines plus complete information on the contents of each area mapped. We have come to expect good quality of presentation from TSR, and these modules live up to that – the printing is clear (though the maps for G2 and G3 are printed in blue on white – good glacial stuff in the context of G2 but rather more tiring on the eyes than the G1 maps which are black on white) and there are no major errors I can detect. The information is complete and very detailed, though the DM is expected to 'take it from here' if anything arises which is not specifically covered by the descriptions. In this respect the modules improve on the Judges Guild D&D scenarios like Tegel Manor where the information is sometimes rather sparse.

Let there be no mistake about it – these scenarios are really tough. They are designed, according to the DM's notes, for strong parties; even the first scenario which is the least 'difficult' is not to be tackled by low-level parties if they are to have a chance of surviving, and the notes suggest nine characters or so, each of ninth level or better and each with two or three relevant magical items!

The three modules can be treated as separate entities, but they can also be played as three successive stages of a campaign – humankind against the Giant forces (Hill, Frost and Fire respectively) which for some reason have been making life pretty dreadful for human residents in their area. There are optional interconnections between the scenarios which should be employed in the 'campaign' approach – for example if the Hill Giant Chief in G1 manages to escape, he will be found in the Glacial Rift of G2, taking security from his stronger brethren there, and he may have managed to take some of his servants into hiding with him.

There are, inevitably, a few points which appear to have escaped the proof-reader's attention. No scale is given on the maps (but I assume 10' per square). The dungeon cells in G1 contain a very weak trap which doesn't seem to fit with the rest of the scenario (though this may have been intentional). It isn't entirely clear, again in G1, whether the 'portcullis trap' in the dungeon is set off automatically or whether it has to be giant-manipulated. In G2 the route at the extreme bottom edge of the upper level map, which is marked 'down to level 2' has no apparent egress on the level below, though I assume the egress is the northern passage of feature 1 on that level.

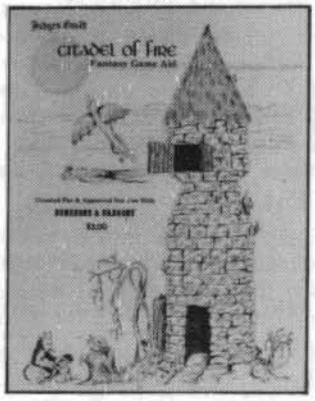
But these are trivial errors and omissions – no-one will have difficulty in spotting them and making the necessary amendment.

In summary, there are three D&D scenarios which have been very carefully planned in considerable detail, both individually and collectively; they have been presented in exemplary fashion and are fit to grace the collection of the most discerning. They require skill in play (which is right) but also require a party of high-level characters, and my one regret is that they were not aimed at parties more likely to be readily available to players (though, in fairness, you can't expect a weak party to take on gangs of Giants). No DM should be without them, for even if he never gets a chance to run them, they are a source of much excellent design advice.

I for one look forward with great enthusiasm to more modules from TSR – if this is a sample of their quality, they should not be short of sales.

Overall: 9 **Don Turnbull**

CITADEL OF FIRE



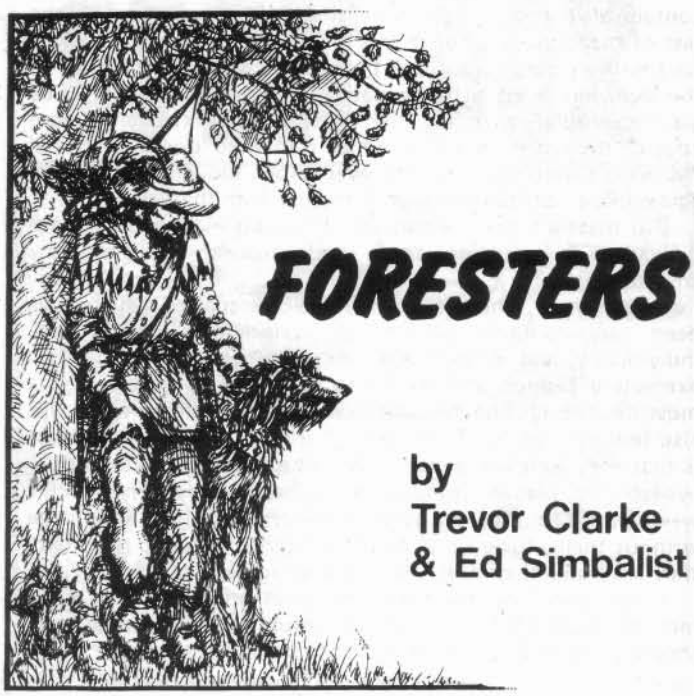
Judges Guild – £1.99

Another D&D play-aid from Judges Guild, an organisation which has built up a reputation for reasonable quality and inventiveness. The setting this time is the Wizard's Tower (a setting which is fast becoming old hat!) with 6 tower floors and an extensive 5-level dungeon. The rooms and other features are fully described and there is a short historical note which will help a DM judge the best way to handle the scenario. Seeing – and being enormously impressed by – the recent TSR modules has rather spoiled me! In fact the outstanding quality of the TSR modules puts others into perspective as presentable, workable settings but not blessed with the thorough and meticulous approach which a product of outstanding quality must possess. The designer has done a workmanlike job, but I can't help feeling that there should by now be a number of 'amateur' designers who regularly produce scenarios of equal quality for the limited audience of their own players – things have progressed a great deal since Judges' Guild material first came on the market, yet the products of the Guild have remained at about the same quality level.

To a novice designer – particularly one not yet ready for the sophistication, complexity and toughness of the TSR Modules (which qualities demand a high degree of skill in the DM himself, even though a lot of the work has been done for him) – this will be a useful addition to the collection and a helpful guide to design. To those who can now count themselves as veterans this may appear as rather run-of-the-mill with little to justify the cost. For the player, it is quite a simple dungeon/setting to explore apart from the areas containing the Demons; a party of seven or eight characters, well-balanced as to class and averaging sixth level or so, should be able to tackle most of the Tower if they have a modest collection of magical artifacts, weapons etc., but they will need something extra to cope with the 15th level Wizard and his immediate retinue.

A useful product but not one which can now attract the praise which would have been heaped on it two years ago.

Overall: 6 **Don Turnbull**



FORESTERS

by
Trevor Clarke
& Ed Simbalist

From the new Chivalry & Sorcery Sourcebook, *we extract with permission, a new character type developed to fill out cross-country adventures:*

All Foresters must be born to the "countryside", and townsmen are excluded from following this vocation. Since the life requires good physical conditioning and reflexes, Foresters possess a minimum of 12 Strength, Constitution and Dexterity.

Types

Elvish Foresters include all Wood Elves and High Elves, who possess the full range of Primitive Talent spells (C&S, p74) and also the Forester skills in woodcraft. They are Fighter/Mages and obtain experience for fighting and magical activities.

Hobbit Foresters include only those Hobbits who are "Black Sheep" (unconventional and inflicted with "unrespectable" wanderlust). Only Yeoman Hobbits qualify. They receive experience for fighting but fight as Non-Fighters (C&S p57). Hobbits possessing Primitive Talent magical powers also receive experience for doing Magic.

Human Fighter/Foresters must come from the Yeomanry or may be 4th – 6th sons of Knights or Bannerettes. Sons of Foresters, Animal Trainers, or Falconers inherit a Primitive Talent Forester Magic (see below) automatically, and IQ and Dexterity are altered to 12 if they fall below those minimums in character rolls. Other Foresters may practise Forester Magic if they qualify as Primitive Talents. Experience is obtained for fighting (and for practising Magic if applicable), with fighting done as Yeomanry (C&S p57) for Commoners and as Chivalry (C&S p57) for sons of Knights.

Human Non-Fighter/Foresters must come from the Peasantry. They obtain experience for fighting, but they fight as Non-Fighters (C&S p57). Peasants qualifying for Primitive Talent Magic are treated in the same manner as Yeomen, given above.

Dance/Chant and Shaman/Foresters must come from the Peasantry, and are treated as Human Non-Fighters/Foresters. However, they are not limited to the Forester Magic spells and correspond to the Old Priesthood of Pagan Times (Druids and the like). They must possess all prerequisites to qualify as Forester/Mages.

Human Fighter/Foresters tend to take service with some Lord and act as Game Wardens and Constables. Other Forester types tend to be independent, with Human peasant types tending towards poaching as a surreptitious occupation. Hobbits are wanderers, pure and simple. Elves own allegiance to their race but may be on detached service when Elvish lands are not troubled.

Forester Weapons

Foresters have characteristic weapon specialisations (C&S, p7 "Weapon Skill"):

Elvish Foresters	Hobbit Foresters	Noble Foresters	Fighter/ Foresters	Non-Fighter/ Foresters
Elvish bow	Sling	Longbow	Longbow	Shortbow
Spear	Short Sword	Spear	Spear	Spear
3 Chivalric weapons	Dagger	4 Chivalric weapons	Hand Axe	Hand Axe
	Hand Axe		Dagger	Dagger
	(Choice of 3)		Quarterstaff	Quarterstaff
			(Choice of 4)	(Choice of 3)

Forester Magic

Hobbits, Human Fighter/Foresters, and Human Non-Fighter/Foresters are limited in the kinds of Magic they can perform if they are Primitive Talents. The following spells can be acquired as given in C&S (p74):

Spells of Detection: Altitude, Life, Small Traps, Traps, Distance, Observation, Find the Path, Sense the Hidden. Small Traps, Traps, and Sense the Hidden are effective only in an outdoors setting, for the "magic" works because of the Forester's sensitivity to his surroundings.

Spells of Communication & Transportation: Animal Messenger. Foresters do not need to learn "Command Animal", but rather acquire rapport with one type of animal per three levels of experience attained to a maximum of 3 animal types. Natural Talents acquire the "language" of the animals chosen. Falconers invariably choose birds. Animal Trainers will choose beast they wish most to train and differ from Foresters and Falconers in that they acquire rapport with 7 different kinds.

Spell of Command: Summon Animal. This spell will summon the types of animals with which the Forester enjoys rapport, using the same percentages for response as the one in C&S (p95).

Shaman and Dance/Chant Foresters also are able to learn other spells, for they are not limited in their powers.

Woodcraft

Being born to the countryside, all classes of Forester acquire various talents and skills related to their vocation:

Stealth: Foresters have a basic 10% chance of moving stealthily through undergrowth when proceeding at normal speed. This probability is modified by 2% per level of experience attained. The resultant % is subtracted from the % chance of being heard by anyone in a 100-foot radius (C&S p107). If a Forester is more than partially encumbered (carrying 41–50% of his carrying capacity), he subtracts 5% for every 25 Dr. of excess weight. All Elves add an extra 10% to the above probabilities, as do Hobbits (C&S p3)

Hearing: Like Thieves, Foresters have keenly developed hearing. Foresters enjoy the same hearing percentages as Elves and Hobbits (C&S p107) and receive bonuses for experience as do Thieves (C&S p60).

Blending with the Surroundings: Foresters have a basic 10% chance of blending with a forested background, modified by the same bonus percentages as given for Thieves' Hiding in Shadows (C&S p60). Elves and Hobbits have an extra 10% chance of blending.

Covering Tracks: A Forester can cover his own tracks when required. They have a basic 90% chance –10% per two extra persons with him not of the Forester class (–30% per two mounted persons or pack animals). If a Forester is tracking a Forester who successfully covered the trail, he has a basic 10% chance +5% per level of experience above that of the quarry of finding the trail anyway. Foresters of a lower experience level than the one he is following will subtract 2% per level of difference from the basic 10% chance. Covering tracks requires slowing down to a cross-country speed of 1 mph or less.

Holding Large & Small Animals: Foresters possess this almost "magical" ability because of their knowledge of animal behaviour. The confidence shown by a Forester when facing an animal causes the beast to hesitate and will forestall an attack (if that was the animal's original intention). The animal will be "held" or frozen in place 20% + 5% per experience level to a maximum of 90%, checked each turn. Only one animal may be affected at a time, with an effective range of 30 feet + 5 feet per two experience levels to a maximum of 75 feet. The Forester must meet the animal's eyes to be effective, and the animal must not have been charging.

Should the Forester move forward whilst holding the animal, the animal will resume its original intention 75% of the time or choose the opposite action 76–100% of the time. However, in the case of animals with which the Forester (or Animal Trainer or Falconer) enjoys rapport, he will be able to approach the animal and still "hold" it motionless. Rapport eliminates all hostility unless the animal is serving another Forester at the time. Should the Forester back away slowly whilst holding the animal, he has a 90% chance of getting away.

Finding Direction: Foresters have the natural ability to find True North whenever they are above ground, without fail, unless Magic is being used to muddle a Forester's senses. This deliberate confusion he can detect 10% of the time + 2% per experience level.

Intentions of Animals: Foresters are able to discern the intentions of animals by their behaviour in his presence. For each level of experience, a Forester learns to "read" the intentions of two animals. In melee, this gives him a 20% chance + 3% per experience level of correctly guessing the tactic (dodge, parry, strike or TAC choices) chosen by an animal bent on attacking him. This "tactical reading" is made after the animal's tactics are chosen, and the Forester may then choose his own counter-tactics accordingly.

Premonition: Foresters have a highly developed "Sixth Sense" and will be able to forewarn the people he is with (or sense for his own benefit, if alone) any imminent danger in the wilderness. By his heightened awareness, he will either hear or sense something ahead or he will notice unnatural alterations to the surrounding vegetation (bent grasses, broken twig, etc.) suggesting a possible ambush. An encounter has a 50% chance –3% per experience level of the Forester of evading his notice *before* it happens. However, if a Forester is preparing an ambush, add +3% per experience level to the chance of the encounter being unnoticed (less the minus percentages of any Forester in the party to be ambushed). The "premonition" does not reveal the nature of the peril, only its presence within 100 feet.

Identification of Wild Foods: A Forester has a basic 30% chance of identifying any safe wild fruits, berries, nuts, mushrooms, roots, etc., +5% per experience level. His chance of finding such foods is 10% + 2% per experience level, checked hourly. One check may be made per day for each two experience levels of the Forester, and he will find food enough for one person per two experience levels he possesses.

Trapping with the Snare: Snares are used to catch rabbits and hares, being set on "runs" which the creatures use regularly. Snares must be set in areas frequented by rabbits and hares, such as hedgerows or copses and thickets. Non-Foresters have a 30% chance of setting a snare correctly. Foresters have a 50% chance +5% per two levels of experience. Once the snare has been successfully set and sprung, there is a 30% chance of the plug securing the snare having failed. This is modified for Foresters by –2% per two levels of experience. This allows for the rabbit or hare to pull the plug free. If the snare is not checked once per day, there is a 50% chance +10% per day thereafter that the catch was stolen by another animal.

Catching Fish: The snare used to catch fish is made from a willow stick tied back upon itself in a "running noose". (Willow is remarkably pliant when green.) Once a fish is located, the Forester slips the noose, set for the size of fish, into the water some 3 or 4 yards upstream of the fish's head. The noose is slowly moved downstream until it slips over the fish's head and about 1/3 of the distance along its body. Once in position, the willow is given a sharp jerk up and towards the bank, pulling the fish from the water. The noose will not hold the fish once tension is released, and the fish must be grabbed before it can wriggle free and fall back into the water.

Fish Encounter %	Approach %	Pull %	Secured %	Enc/Freq
6oz-1 Dr. 01–60%	80%	50%	50%	1/10 mins
1–2 Dr. 61–75%	65%	80%	55%	1/10 mins
2–3 Dr. 76–90%	45%	60%	60%	1/15 mins
3–4 Dr. 91–95%	30%	40%	75%	1/20 mins
5–8 Dr. 96–00%	15%	25%	80%	1/20 mins

If the Dexterity of the Forester is 16+, add +10% to percentage chance of success. If a Non-Forester is fishing, subtract –20% from all percentages.

"Tickling" Fish: Trout and Tench can be caught most effectively by "tickling". A fish is located and a hand is very carefully slipped into the water and moved towards the fish until the fingers are in a position to gently stroke the belly of the fish. The fish becomes perfectly quiescent and slowly begins to rise in the water, enabling the hand to be brought into the correct position to pull the fish from the water. The Tench, however, must not be allowed to rise too far before being pulled, as they do not care for sunlight and will glide away suddenly if exposed. By making a snapping motion with the thumb and fingers, the fish is caught behind the gills and is pulled from the water and onto the bank. The grip must be firm with the Tench or it will slip away due to its slimy skin.

Basic encounter percentages:

0–60 = other fish (snare, see above)
61–85 = trout (See "Time Factor" above when size is found).
86–00 = tench (See "Time Factor" above when size is found).

Fish Encounter %	Approach %	Trout Rise %	Tench Rise %	Trout Pull %	Tench Pull %
6oz-1 Dr. 01–60%	70%	99%	90%	45%	40%
1 – 2 Dr. 61–75%	60%	80%	60%	55%	50%
2 – 3 Dr. 76–85%	40%	60%	50%	65%	60%
3 – 4 Dr. 86–95%	25%	40%	30%	75%	65%
4 – 5 Dr. 96–00%	10%	25%	20%	85%	70%

If the Forester has a Dexterity of 16+, add +10% to percentage chance of success. If a Non-Forester is fishing, subtract –20% from all percentages. Also, those with a Dexterity of 10 or less subtract –2% per Dexterity point counting down from 10.

The Tench Rise percentages are used only when the weather is sunny. When it is overcast, use Trout Rise percentages for tench as well.

Tracking: After long hours spent in the woods and surrounding countryside, the Forester has developed an excellence in the Art of Tracking:

Soft Earth/Soft Cover:
10% per level to max. 100%, but –7% per day of age of track.
Hard Earth:
7% per level to max. 70%, but –7% per day of age of track.
Rock: 2% per level to max. 20%, but –7% per day of age of track.

Bad weather (rain, etc., which obscures tracks) reduces maximum percentages by 25%.

Cross trails, doubling back, etc., by animal reduces maximum percentages by 1–20%.

A check is made once every 15 minutes or whenever new terrain is encountered or the quarry changes direction. If the trail is lost by failing the modified probability of keeping on the trail, there is an initial chance of 5% per level of the Forester to a maximum of 30% of finding it again within 15 minutes. If this attempt fails, there is a 10% chance per hour of rediscovering the trail, checked hourly so long as daylight persists. Once the trail is found again, resume tracking. Tracking percentages may be applied to any quarry, beast, monster, or man, which leaves a track.

Should the weather or evasive action reduce the percentage chance of tracking to 0%, the trail is considered to be totally obscured to normal observation and may be found again only by the use of Magic, explained later.

Climbing: Not only Foresters are able to climb trees, cliffs, and the like, but they are most proficient at it. The climbing abilities of different character classes are:

Foresters:	80%/10 feet climbed + 2% per Dexterity point above 12.
Thieves:	75%/10 feet climbed + 2% per Dexterity point above 12.
Elves:	85%/10 feet climbed + 2% per Dexterity point above 12.
Others:	80%/10 feet climbed + 2% per Dexterity point above 14.

Few handholds:	–1 to –20%
In full armour:	–15%
Using rope:	+1 to +20%
Carrying Pack:	–5%
Partially encumbered:	(40–50% carrying capacity): –10%
Fully encumbered:	(50 + % carrying capacity): –25%
Dexterity under 12:	–3% per Dexterity point below 12
Fear of heights:	–50%

If a character fails in a climbing attempt, he has a chance of saving himself equal to the following:

Foresters:	10% + 5% per Dexterity point above 12.
Thieves:	10% + 4% per Dexterity point above 12.
Elves:	10% + 4% per Dexterity point.
Others:	10% + 2% per Dexterity point above 14.
Dexterity under 12:	10% –2% per point below 12.

FORESTERS

Fear of falling:	no save possible.
Secured by rope:	+25%, if rope is secured above. Failure = rope breaks.

If a character fails to save from a fall, he runs the risk of injury:

01–50 = No effect	+10% per 10' from the ground
51–80 = Stunned 1–6 turns	+1% per foot fallen to rocky ground
81–90 = Sprained limb	+1% per 3 feet fallen to hard ground
91–00 = Broken bone	–20% of falling to soft cover (thicket, water)
	+10% if wearing pack
	+10% if wearing armour class 6 – 10.

A sprain signifies injury to the arm 1–20% (50–50 chance of left or right), causing it to be useless for 1–6 days. On 21–00, an ankle is sprained, reducing movement, dodge, and bash by 50%. Roll 1D6 per 10 feet fallen, with damage to fatigue then body.

A broken bone signifies severe injuries. There is a 10% chance of critical injury if the fall is over 20 feet, with +10% feet above that. Falling to rocky ground adds an additional 10% chance of critical injury. Critical damage is equally divided between the body and fatigue levels, with 1D6 of damage per 10 feet fallen +3 damage points per 10 feet fallen. Non-critical falls cause 1D6 of damage per 10 feet fallen, assessed against fatigue then the body, and if the body is untouched it is a sprain.

Broken bone damage may be determined by rolling on the Critical Damage Table of the Physician Rules contained in the C&S Sourcebook.

Archery: In addition to "Favourite Weapon" skill (C&S p7), the following hit probability bonuses apply:

Elves:	+10% with the Elvish Bow
Hobbits:	+15% with the Sling
Fighter/Foresters:	+5% with the Long Bow

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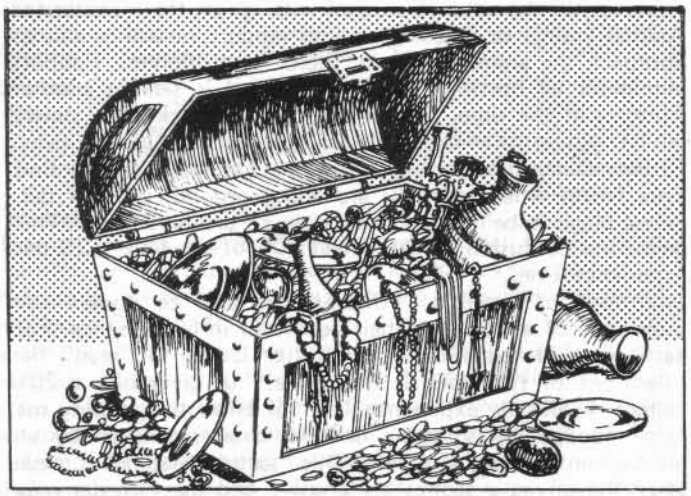

TREASURE CHEST is open for contributions relating to D&D additional rules, character classes, magic systems, objects, tricks and traps etc.

Tricks & Traps

Some ideas from George Scott

CHARMEES

Traps involving spells, especially illusionary spells, are generally easy to create and can be deadly. The Charm spell, however, can also be used to good effect in setting up traps depending on the charmee. A charmed and suitably pre-instructed Paladin established in a room (secretly observable by the controlling MU) is especially likely to catch players unawares. After all, who is not going to trust a friendly Paladin who heals wounds etc. Similarly, Rangers and Lawful/Good Clerics can be used to advantage as charmees.

REBOUNDING RESCUES

This kind of trap involves setting up a situation where the players will probably perform a rescue that will result in another fight when they are least prepared. For example, a beautiful Chaotic/Evil female is kept in a drugged sleep in a bed-chamber by another chaotic MU and, if rescued, will eventually attack her rescuers.

SEE-SAW FLOORS

Two identically shaped rooms, back to back with the floor hinged at the common wall will form a large see-saw. When anyone enters one room the floor will swing down sliding that person off to whatever the DM has placed below. There could be a large, metal ball in each room against the common wall which also rolls down when the floor tilts, possibly causing damage if it were to hit or land on anyone.

DISORIENTATING ROOMS

A network of absolutely identical circular rooms with facing doors and, say, a button labelled 1 or 2 in the centre of each, which if pushed causes that room to rotate. The network should be designed to dupe players into believing they are continually encountering a room they have already visited.

SUCTION ROOM

A room with a ceiling made of an open grid with a duct above. When the door is opened, a button in the door jamb is released which activates a suction device in the duct. Anything in the doorway, or immediately outside, is sucked in and pinned against the grid, including any wandering monsters that come by. A Giant Spider, or similar beast, could dwell in the duct and attack through the grid. The suction can be shut off by closing the door or depressing the button.

PANDORAN BOXES

This is a type of 'trap' whereby a device which is apparently keeping people out is, in reality, keeping something nasty *in*. For example, a crevasse in a rockface is sealed by a fire fuelled permanently by oil dripping from a man-made duct. If the fire is quenched, an army of Giant Ants is freed from the crevasse.

BAITED TRAPS

Traps can frequently be baited so that they are triggered by the players' actions. For example, a rope trails over the edge of a pit and can be seen to be tied to a partly concealed chest on a ledge some 50' below. Hidden from sight, the rope continues and is tied to a large, heavy, round boulder that is propped on a ramp by the chest, which has a protrusion on its underside to stop it sliding off the ledge. When the chest is raised, the boulder is released to roll out and plummet down the pit, possibly taking with it anyone holding the rope certainly dragging off anyone stupid enough to have tied the rope to himself or, perhaps, bye-bye dungeon donkey.

A similar bait is a lead-filled chest on rollers situated on a platform in the centre of a pit waiting for someone to lasso it and drag it off with the same results.

Useless Items

by Ian Livingstone

This table has been designed to confuse the cool, calm and collected character. A liberal sprinkling of the items below in your dungeon rooms will delay parties as they try to fathom a use for them, and also fill their backpacks with junk.

Roll percentage dice if random contents are preferred.

Roll	Item
1–4	Daisy chain
5–8	Torn handkerchief
9–12	Albanian dictionary
13–16	Three pigeon eggs
17–20	Bottle of stain remover
21–24	Sack of stuffed voles
25–28	Glass eye
29–32	Small wooden frog
33–36	Pair of odd socks
37–40	Pouch of powdered minotaur horn
41–44	Copy of "Greyhawk on 10g.p. a Day"
45–48	Deaf rabbit
49–52	Tin of yellow buttons
53–56	Cracked monocle
57–60	Jar of nail clippings
61–64	Wooden leg
65–68	Fly ointment
69–72	Mouse droppings
73–76	Troll tooth necklace
77–80	Lute string
81–84	Octopus leg
85–88	Transparent eye patch
89–92	Painted pine cones
93–96	Collection of toast racks
97–00	Seventeen wickless candles

Instant Abilities

by Albie Fiore

It's surprising how few DMs ever roll for the abilities of monsters of the character-class variety (i.e. magic users, fighting men, etc.) with the result that while the players' characters are blazing away with all bonuses to the fore, their adversaries are hacking away marginally more effective than peasants. This is undoubtedly to save time, since it would involve rolling the die several times until a reasonable score was obtained for monster's prime requisite. The following table is designed to give a realistic prime requisite for monsters with one percentage die roll, taking into account the occasional misfit who, despite an ignominious strength, say, decided to be a fighting man because "it runs in the family". Naturally, in certain circumstances a few die rolls must be made (e.g. when a strength of 18 is obtained the percentage die must be used to determine what grade, or for characters who require a minimum score in several abilities – monks, etc.). Other abilities which carry a bonus – e.g. dexterity for an FM, or constitution – should be generated with the usual 3D6.

Ability scores:	% die roll for prime requisities of:			
	any	12+	15+	17+
8 or less	1–2			
9	3–5			
10	6–11			
11	12–20			
12	21–35	1–19		
13	36–56	20–45		
14	57–74	46–68		
15	75–85	69–82	1–42	
16	86–93	83–92	43–73	
17	94–98	93–98	74–92	1–71
18	99–100	99–100	93–100	72–100

Note: this table should *not* be used by the players to generate characters.

Example: A wandering monster turns out to be an FM. His strength would be found by using the 'any' column. A die roll of 47 means that he has a strength of 13 and, therefore, has a hit probability bonus of +1 (by Greyhawk rules).

For speed in play the table is only used for prime requisites that carry a bonus, but can be used beforehand to generate a monster even when it has no effect on bonuses. For example: to generate a monk – roll on the 15+ column for wisdom and dexterity, rolls of, say, 82 and 12 give attribute scores of 17 and 15 respectively, and the strength is rolled on the 12+ column, say 60, giving 14.

Also, don't forget to use the 3D6 for other abilities that carry a bonus.

TRICKS & TRAPS COMPETITION

In *White Dwarf 10* we intend making *Treasure Chest* a Tricks & Traps special. We will give a free White Dwarf T-shirt to the winning entrant. Please send your entry, typed if possible, to White Dwarf, 1 Dalling Road, London W6 to arrive not later than 1st November 1978.

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Next issue:

Due to reasons stated in the Editorial we have left out the *Letters* page from this issue. This shall return next issue together with:

- **Light Sword – a game of duels in the future**
- **Talismen of Tekumel – new magic items in EPT**
- **Valley of the Four Winds – chapter III**
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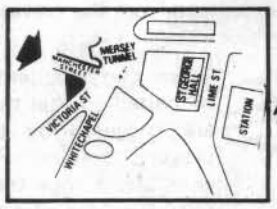

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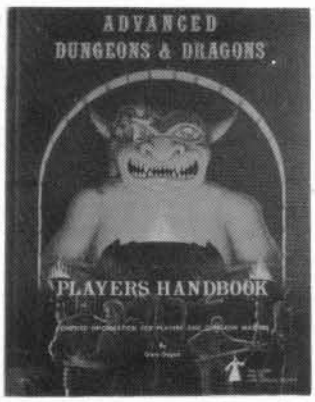

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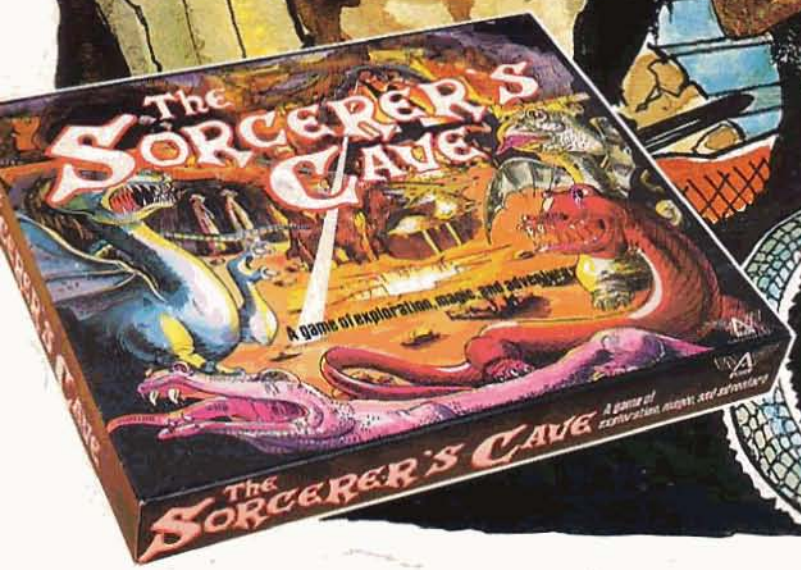

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